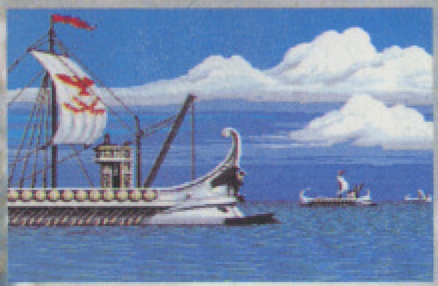
CU AMIGA

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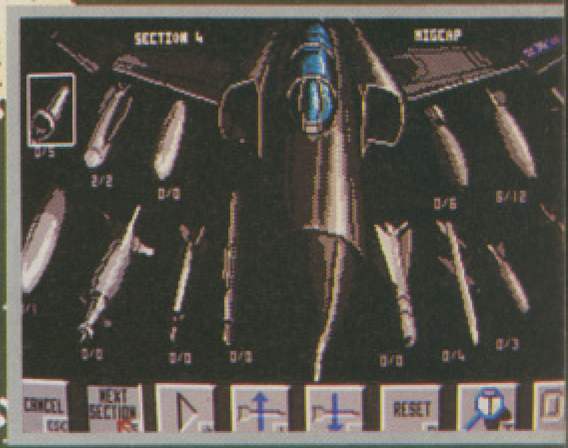
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CU AMIGA

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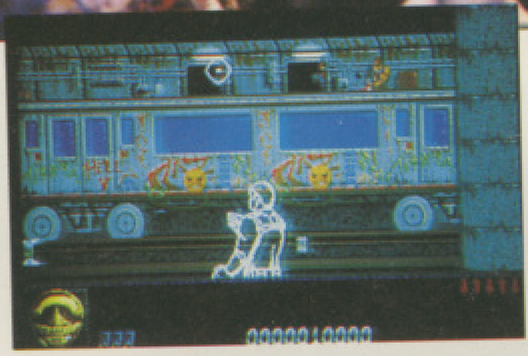


Ha, ha! Me Hearties! Lucasfilm's new adventure takes us to Monkey Island.



The CD TV system is starting to shape up rather nicely, so CU takes an early peek at the tsoft-ware currently under development and almost ready for the system's imminent launch.





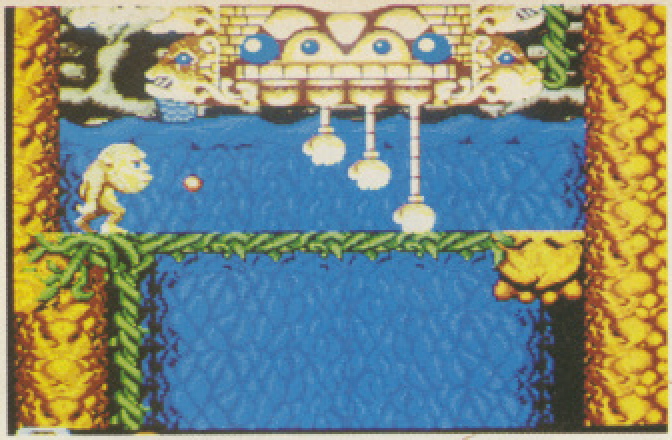
With Predator II hitting the Amiga this month, CU takes a look at horror in computer games and their troubled past - along with the brighter future.

REGULARS



It's certainly not child's play - Brat. Page 61.

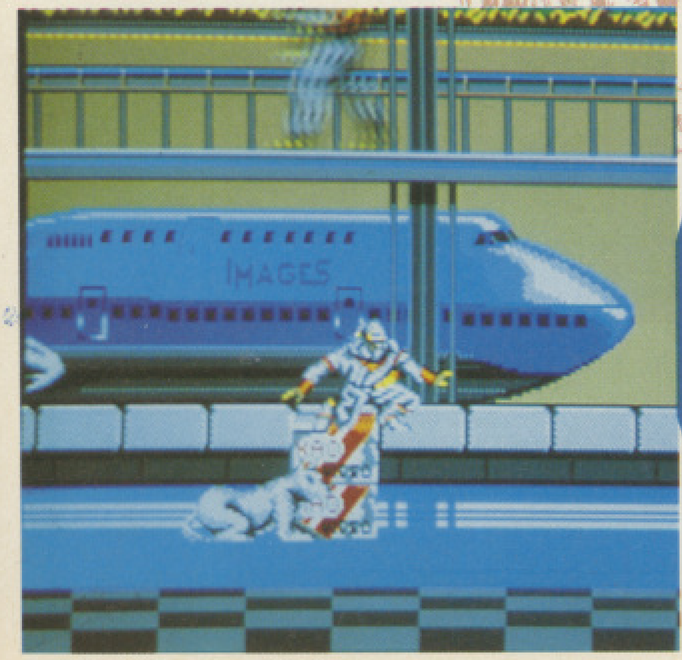
SPECIALS



Toki Dokey! Monkey business in the shape of Ocean's playable Toki conversion.

Read the reviews *first* with CU Amiga. This month we've got exclusive reviews of *Supercars II*, *Switchblade II*, *Toki*, and *Chuck Rock*!

G A M E S



THE DISC

We've done it again.

This month, we are proud to present an exclusive playable demo of U.S. Gold's superb beat' em up, Shadow Dancer. Also, fans of the demo circuit are well catered for with the inclusion of Madness - the hottest demo in town.





We've always been hot for the latest games first, but even by our standards we've excelled ourselves this month. We've got reviews of Toki, Predator II Chuck Rock, Switchblade IIand Supercars II - all before our so-called rivals, and backed up with an impressive supporting cast which includes, Brat, Back To The Future III, Centurion, and Lucasfilm's Monkey Island..

R E V I E W S

BUZZ

OFF WITH HIS HEAD!



Highlander 2 will soon be taking the highroad onto the Amiga. Several companies are lining up to licence the film, which is due to hit cinemas around July.

Ocean currently hold the rights to the first Highlander movie, although all they produced was a low grade beat 'em up on the 8-bit machines, however they're still favourites to pick up the sequel.

The original movie centred around a group of Immortals who ran rampant in New York and who were hell-bent on cutting off each others heads. The sequel is expected to solve a couple of baffling mysteries: where did the Immortals come from and what led them to New York?

Sean Connery will head the all-star cast, an amazing achievement bearing in mind his character was decapitated in the first film. Christopher Lambert will again play Conner McCloud, the Highlander.

Speculation as to whose signed Highlander II...

... Microprose prepare to take to the skies once more...

... Dynamix announce what could be the ultimate 3D flight sim...

FLYING AGAIN



With *F19 Stealth Fighter* still flying high in the charts, MicroProse have already announced the follow-up. Called *F1-17A*, it will feature a new batch of missions, enhanced graphics and improved technical data gained from Pentagon-approved releases.

You'll be able to fly over the Middle East, Europe, Northern Japan, The USA and Columbia. It will also be able to facilitate data disks, which could contain more missions, extra map data, extra enemies and more weapons.

The Stealth Fighter is the most advanced tactical fighter in the world. With its unique design and radiation absorbing paint it's almost invisible to radar. It gave the coalition forces a major tactical advantage during the opening days of the Gulf War.

HUN-EY BUSINESS

Dynamix are currently working on an Amiga version of their smash hit first world war biplane sim, *Red Baron*. In it you get to fly a selection of 28 German and British fighters over the trenches of war torn Europe.

The graphics will utilise the 3D Space system which has its first outing in *A10 Tank Killer*. This system allows an incredible number of shaded polygons to be used without slowing the game down. The Majority of the PC code will be directly ported across to the Amiga, although concessions will have to made in some areas owing to memory and speed restrictions.



A database featuring digitised pictures and a biography of world war one aces is one of many features. As you progress through the game you earn promotions, and eventually you'll lead your own squadron.

A release date has yet to be set, but early next year seems likely.

THE FAMILY WAY

USG have acquired the rights to Francis Ford Coppola's latest blood 'n' pasta epic, The Godfather Part III.

Mafia Godfather, Michael Corleone, struggles to make respectable his business, while keeping tabs on his tearaway nephews ruthless streak. Al Pacino plays Corleone again, with Andy Garcia as his nephew Vincent. The film builds up slowly in true Coppola-style, coming to head in the last half hour with the deaths of a newly elected Pope, a Bishop and many of the key characters.

US Gold are intending to produce both an adventure and arcade version, although the contents of the game has still to be decided.



BATTLE STATIONS

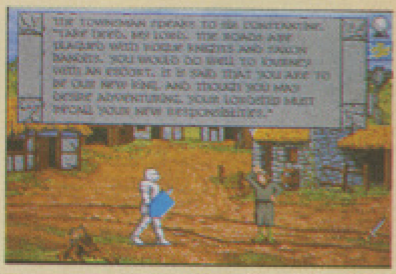
Core's first simulation is now being developed. *AH-35M Battle Hawk* is a helicopter sim based in the near future, with ultra hi-tech weapons and equipment. *Battle Hawk*'s programmers are aiming to have one of the fastest sims on the market, and they look like being successful. At the moment the game runs so fast that the helicopter can outrun its own missiles!

Battle Hawk should be in the shops by October.



SPIRIT OF EXCALIBUR The death of King Arthur and a leaderless Britain is the background to *Excalibur*, the latest from the Virgin stable. As Lord Constantine you must unite Britain and gather allies to save the country from the rampaging Saxon Hordes.

Spirit of Excalibur is programmed by Synergistic Software, the people behind *War In Middle Earth*, and should be out in April priced at £29.99.





I PLAY 3D SOCCER Just as the football season moves into its final stages, a soccer sim appears. *I Play 3D Soccer* from Simulmondo is the second 3D footy game to appear in the last four months, the previous being Microprose's International *3D Soccer Challenge*.

Two players can compete in split-screen head-to-head mode. The game can be played at nine different speeds, three detail levels and three difficulty levels.

I Play 3D Soccer will be in the shops around about Easter, priced £24.99.

WING COMMANDER Despite denials that *Wing Commander* would be converted to the Amiga, CU can exclusively reveal that the go ahead has been given.

Amiga *Wing Commander* will be a four disk package containing most of the PC features. To avoid excessive disk swapping the player will be able to skip past some of the cosmetic features and get straight into the game, although extra memory will slow down loading time. Due out in October.





CHAOS IN ANDROMEDA

On-Line Entertainment, formerly CRL, are currently beavering away on a massive strategy game called *Chaos In Andromeda.* Set on a chemically- polluted planet, your mission is find Noko Yai, a scientist who can restore the planet's atmosphere. Fly around in dozens of different ships as you battle against aliens and fiendish puzzles. Expect a review very soon.



SKULL & CROSSBONES

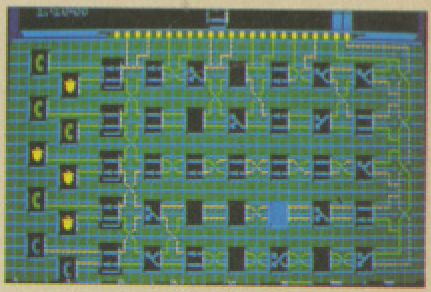
The first release in Domark's new wave of Tengen conversions is to be *Skull & Crossbones. S&C* is a multi-player hack 'em up which made its debut in the arcades ten months ago. Guide pirates through many lands in a quest for gold, food, drink and wenches. Hazards include other pirates, magicians and the dreaded Medusa. In the softshops from mid-April priced at £24.99

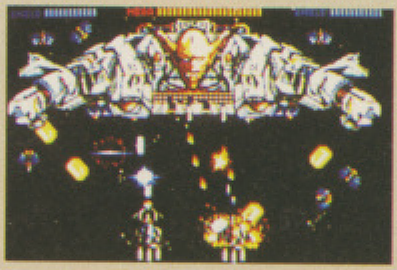
COVERT OPERATION

Move over James Bond, there's a new hero in town. *Covert Action* from MicroProse casts you as the world's number one spy, out to crack drug rings and smash terrorism.

The game is set over three continents and 16 cities and it gives you the chance to hack into computer systems, bug people, trail suspects, burgle and go on stakeouts.

Covert Action is scheduled for an October release.





MEGAPHOENIX The arcade classic *Phoenix* is to be turned into a sequel by Spanish-based Microdigital Soft. Once more you'll be pitted against hordes of metallic birds who have come to conquer the galaxy.

Improvements will include a two-player mode, vertical scrolling, and huge end-of-level guardians. Extra weapons are also promised to fight of the dreaded Megaphoenix and its army of photon-egg wielding minions.

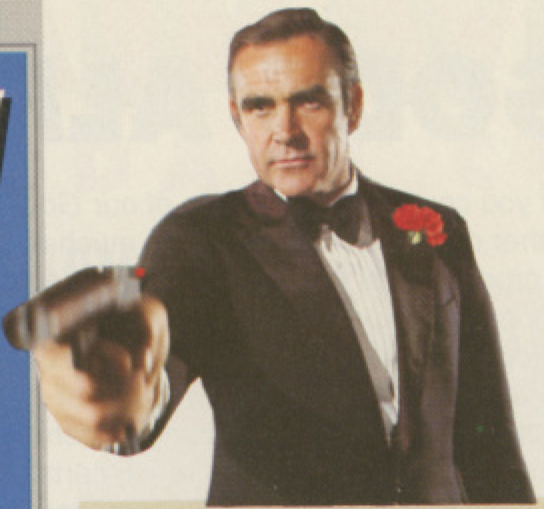
Priced £24.99, it'll be winging its way into the softshops by April.





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BUZZ



UNLUCKY FOR SOME

We've all heard what the CIA get up to, but what of their British counterparts? *Floor 13* from Virgin places you as head of an organisation whose sole purpose is to preserve national security.

It will be a multi-plotted strategy game which gives you the opportunity to have people assassinated, interrogated and abducted, as well as putting down insurgency and covering up situations which could embarrass the government.

Virgin are asking computer journos to come up with the plot so there could be a contribution from CU in there. Current mission suggestions include the Iraqi supergun scandal and trying to give John Major a personality.

Price and release date have yet to be decided.

I spy, as Virgin enter the undercover world of Smiley and Co...

... Gremlin surprise us all by licencing the Sh-Sh-Shoe People (la la la la la)...

... Extra, extra, read all about it! Mindscape licence Paperboy II...

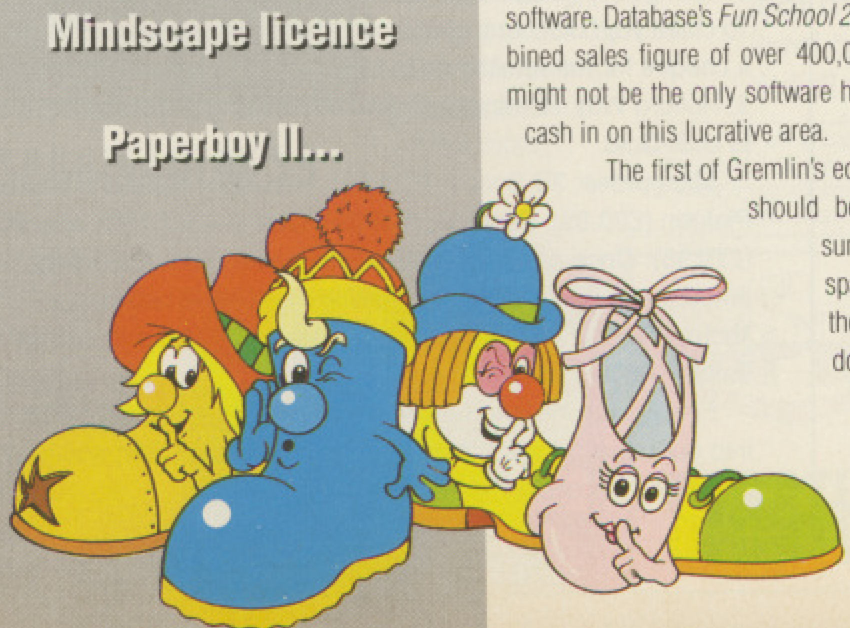
PUTTING THE BOOT IN

Gremlin have 'laced up' the *Shoe People* to head their new range of educational products.

Since their creation in 1985, the Shoe People books have sold hundreds of thousands, and the cartoon is now being shown on Russian TV with a regular audience of over 27,000,000! The Shoe People books are very much in the same vein as Roger Hargreave's Mr Men, with characters such as Trampy the old boot and Margot the ballerina.

There is currently a huge market for educational software. Database's *Fun School 2* & *3* have a combined sales figure of over 400,000, so Gremlin might not be the only software house looking to cash in on this lucrative area.

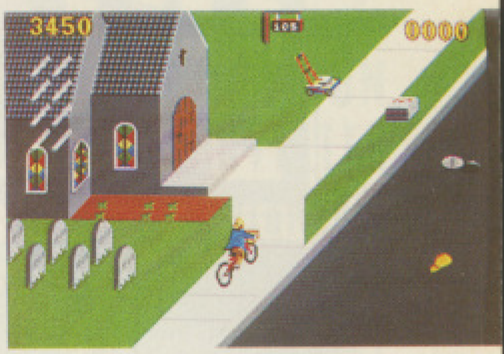
The first of Gremlin's educational packs should be available this summer. Watch this space – through the square window...



PAPER CHASE

Five years after its first outing in the arcades, *Paperboy* is about to have a follow-up. *Paperboy 2* will be produced by Mindscape rather than Elite, the company who hold the rights to the original.

The game will centre around the further antics of the paper throwing, BMX riding, delivery boy. Still in its planning stage, it seems unlikely that the basic game will be radically changed. The object remains to correctly deliver as many papers as possible while avoiding hazards such as remote control buggies and cars.



THE NORSEMEN COMETH

From Sheffield-based Core Design, plus an ex-member of the Sullivan Bluth team, comes *Heimdall*, a Viking game set to turn Norse legend upside down.

Heimdall is a son of the gods. His was a normal life until one day his dad dragged him off to the local pub, got a few drinks down him and sent him on a quest. His first task is to cut a girl free who is pinned by her hair to the pub wall. This is done by throwing axes to cut her hair free but ,if you miss, her face gets cleaved in two... although this little 'jape' is likely to be toned down in the final version.

Later on, Heimdall has to prove himself to the gods by travelling the world in search of various artifacts.

So far, the development notes and sketches alone fill a large brief case. We think this is going to be big, so look out for an In

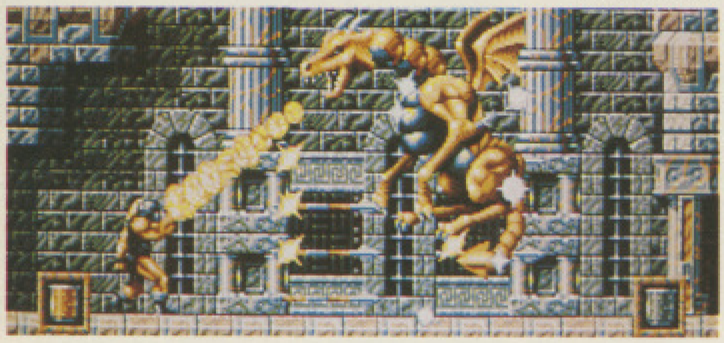


BUZZ

GODS ALMIGHTY

If you couldn't make sense of our *Gods* review last month, don't worry. Neither could we! Unfortunately, much of the original text was lost during the production of the mag and Dan Slingsby, who wrote the piece, hasn't stopped sulking all month.

Gods scored a massive 93% and a CU Superstar in last month's issue and we haven't stopped playing it ever since. One of it's most interesting features is an in-built monitoring system. This monitor's a player's health, score, and the time taken to reach certain points in the game. If he's performing badly, lost most of his lives, got few points, little energy or is making slow progress, the program adjusts to the player's ability and makes life easier by taking out some of the attack waves. By playing well, extra treasure chests can be collected and secret passages revealed – there's always something new to discover.



CU would like to apologise to both the Bitmap Brothers and Renegade for this mistake – sorry lads. We'll have an extra-special playing guide to *Gods* next issue, look out for it!

JOB OFFER

CU Amiga is all set to maintain its brilliant games sections while expanding its coverage of hardware, peripherals, sound, graphics, business and utility packages.

We are on the look out for top quality contributors and a full-time staff member to help us with these changes. Good rates of pay will apply for the best candidates.

Faintheárts need not apply, but write in if :

A) you are bursting with ideas

B) you have no trouble writing interesting, entertaining copy about machine code, hand-held scanners, printers etc

C) you're unafraid to bring a fresh approach to these subjects, can spot a deadline and act on it.

Quark Xpress experience is preferred for the staff position, training can be given.

LV's and usual benefits apply.

Please write to: Steve James, the Editor, CU Amiga, Emap Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. All applications in writing, please, but if you need more details ring Steve James on 071 251 6222.

SURPRISE, SUR-PRIZE!

Our cover-mounted scratchcard competition has been our most popular compo yet, and here, for the benefit of our overseas readers and anyone patient enough to contain their excitement for a month, are the details of what was on the end of our immensley popular phonelines...

0898 555563 – Contacting this line means that you have won one of our 200 free games!
0839 500811 – Congratulations, you've won a fifth off one of the listed Ocean games.
0839 500812 – Getting through to this means that you've won a fiver off a U.S. Gold game from the printed list.
0839 500813 – It's discount city, with a fiver off one of the listed Microprose games.

Incidentally, if you have forgotten what the games on offer were, here's a brief re-cap:

Ocean: Special Criminal Investigations (£24.99), Narc (£24.99), Robocop II (£24.99), The Hollywood Collection ((compilation £24.99)), Battle Command (£24.99), and Pang (£24.99). To claim your discount, enclose your scratchcard and please send a cheque for the remainding amount made out to Ocean Software and addressed to Ocean/Cu Offer, 6 Central Street, Manchester, M2 5NS.

U.S. Gold: Nightshift (£24.99), Line Of Fire (£24.99), Chips Challenge (£24.99), Vaxine (£24.99), and Crimewave (£24.99). To claim your discount, please enclose your scratchcard and send a cheque for the remittance to U.S. Gold/CU Amiga Offer, Units 2-3, Holford Way, Birmingham, B6 7AX, making the cheque payable to U.S. Gold.

Microprose: 3D Soccer (£24.95), Midwinter (£29.95), M1 Tank Platoon (£29.95), Simulcra (£24.95), Rick D II (£24.95), and F-19 (£29.95). Once again, enclose a cheque for the outstanding amount and your winning scratchcard and send tem to: Microprose/CU Amiga Offer, Unit 1, Hampton Road Industrial Estate, Tetbury, Gloucester, GL8 8JA.

Finally, anyone who has won a free game, then send your card into our usual address, marked CU Free Game Offer, and we'll organise your chosen game from the above list.

MEGATRAVELLER 1™

THE ZHODANI CONSPIRACY

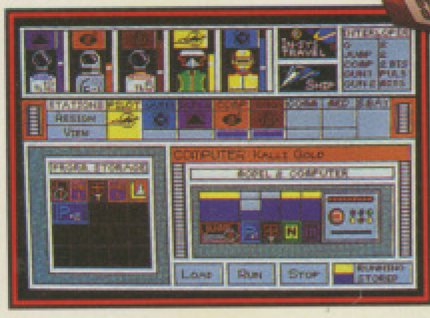
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IMAGINATION

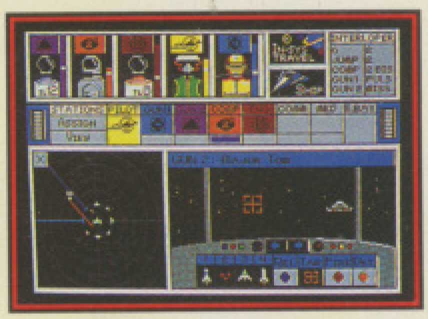
Flexible gaming system supports any playing strategy and allows multiple solutions to problems and obstacles.



FIREPOWER

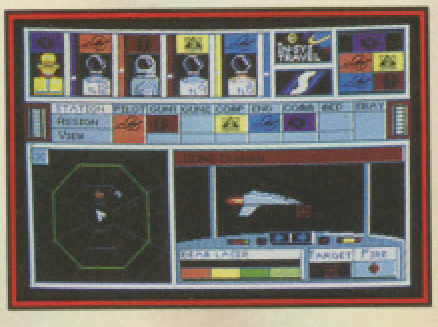
Realistic, combat sequences let you control each of your characters individually, while still giving general combat orders to the other members of your party. Utilise more than 30 weapons and skills in this advanced combat system.

72 varied skills to learn and use including medical, piloting, communications, laser weapons, bribery, demolitions and handgun.



COURAGE

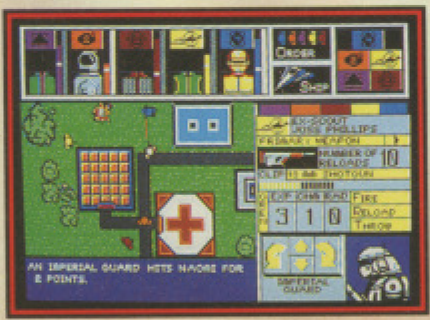
28 planets and satellites to explore in 8 systems filled with exciting puzzles, dangerous subplots and interesting characters to encounter.



"MegaTraveller 1, a game that truly warrants the highest level of praise, the attention to detail makes it exceptional!"

RESOURCEFULNESS

Saving the universe costs money: a detailed bartering system lets players earn Imperial credits through interplanetary trading, with 30 types of cargo.



SCREEN SHOTS TAKEN FROM IBM PC VERSION

Supports Ad Lib Music Card and Real Sound for state-of-the-art musical score, digitized speech and realistic sound effects.

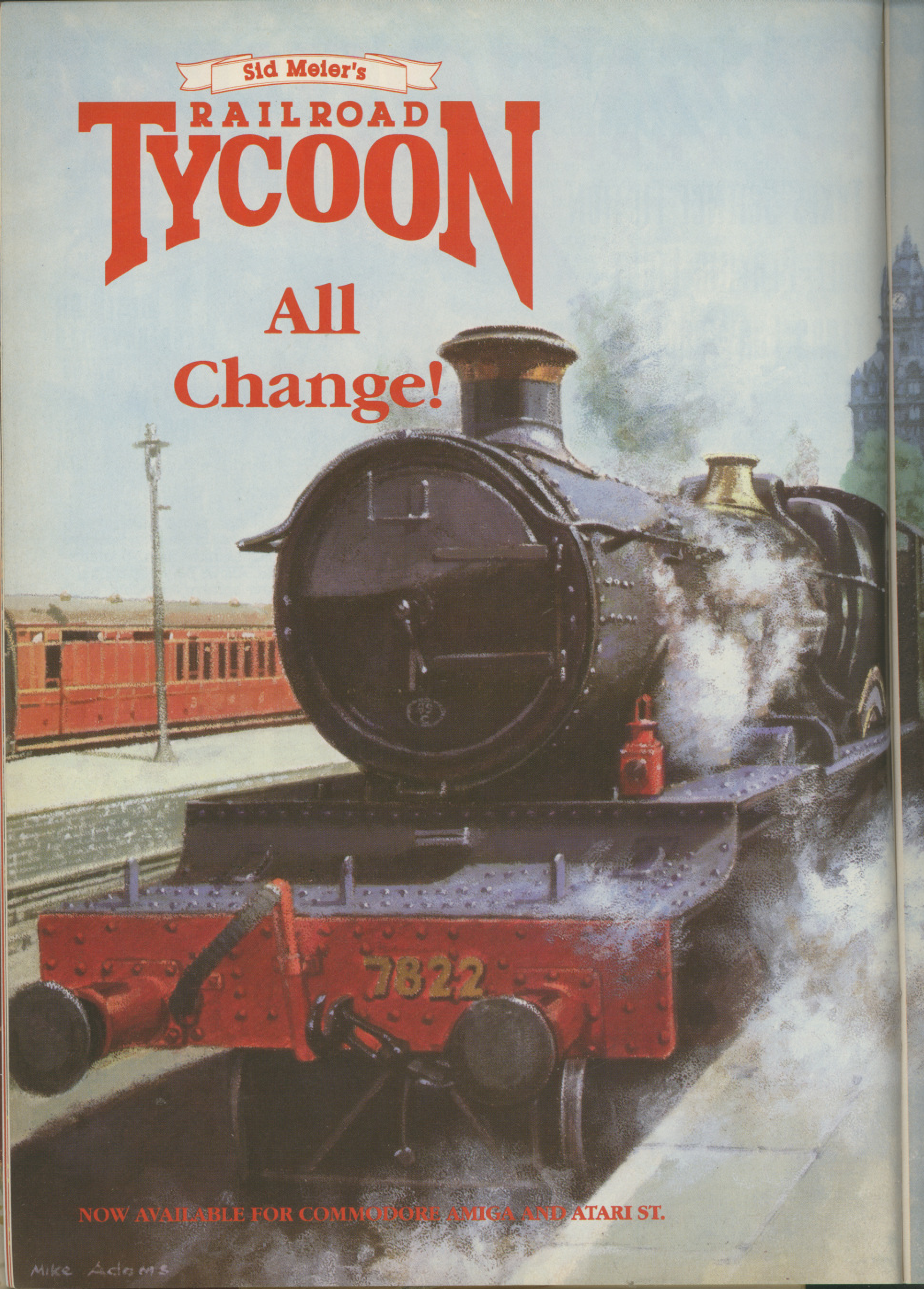
EMPIRE STRATEGY

"MegaTraveller 1 is one of the finest role-playing computer games in at least the last three or four years."

"MegaTraveller 1 is one of the best science fiction role-playing games ever for the computer."

QUOTES TAKEN FROM DRAGON MAGAZINE U.S. & QUEST BUSTERS MAGAZINE U.S.

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BACKCHAT

LETTER OF THE MONTH

WAR GAMES

Thanks for producing a brilliant magazine which now caters for most, if not all, Amiga users.

Reading your Febraury edition prompted me to write to you. I am still getting the magazine from my wife, through the post, even though I am a soldier presently serving in the Persian Gulf.

It was Mr C Borne of Reading's letter that prompted me to write as he commented on the disappointing games on the market during the Christmas period. I agree totally with him, but now looking through your February edition it seems that most of software houses have missed the boat and are now making up for it. Exterminator, Turrican 2, SWIV, 'Nam, Speedball 2, Lemmings and Chaos Strikes Back all scored over 90%! Surely this must be a first?!

Maybe the software houses forgot Christmas this year but decided to make it a happy new year for all Amiga owners. As for me it seems that I have a lot of catching up to do when I get back.

All I can say is that 1991 is going to be an excellent year for the Amiga games players and I hope the software houses kep it up.

Cpl K A Smith, Somewhere in the Gulf.

Thanks for writing Corporal Smith. Now that the Gulf War is over, you're certainly going to have to do a lot of catching up on all the great releases of the last few months. To help you one your way, we've had a delve into our software boxes and sorted out a pile of recent releases for you to enjoy.

THIS IS THE END

I'm fed up with games that have amazing intros but abysmal end sequences. Take *Shadow of the Beast 2*, for example: great intro, superb graphics, fantastic game, but when it's completed there's a terribly feeble end sequence. It really annoys me when I've spent months trying to complete a game to be rewarded with a crappy graphic or substandard animation. C'mon, software houses, come up with something better than this!

Vaughan Shilton, Atherstone.

To be fair to the software houses, end sequences of games are seen by only a small minority of players as most people never bother to play a game all the way through or are too ham-fisted to get very far. It's all very well having nice animation sequences but it eats up memory which could otherwise be used to improve the actual game and add extra features. I do sympathise though – I recently completed *Golden Axe* by defeating Death Adder and rescuing the two prisoners only to be greeted with 'The End' written over the Map Screen. That was very disappointing after such a great game.

SOFT OPTION

In reply to Nigel Howe's letter, I must recommend 'Mail-Centa' (the actual shop is known as 'Computa-Centa') in Belper, Derby. I am, of course, commenting on the mail order side of the shop, as I have never actually been to the place. In all my eleven years of using computers, I've never come across a shop that offers as good and fast service as Mail-Centa. There's also very cheap, which is another good reason for recommending them.

As for John Tingey's letter, I can recommend one PD company that stands head and shoulders above everyone else. NBS, based in the Isle of Wight, offer an excellent service. Ever since I have had my Amiga, I have been buying PD disks from various places – but none have offered the very fast, competent service I get from NBS. Not only that, but they were one of the very first companies to offer disks at 99p each!

Finally, may I just add how much I enjoy the 'Demos' section in the mag (better than any other Amiga mag!) and the Additionals section (very useful). Ta.

Mark Freeman, N. Ireland.

If any of our readers might like to investigate further, Mail-Centa can be contacted on 0773 826830 and NBS on 0983 529594.

COVER UP

In the February issue there was a letter about playable demos versus complete games on your coverdisks. Why don't you alternate between the two, with demos one month and a game the next etc.

Secondly, could any reader tell me which are the best budget martial art games on the Amiga, apart from IK+?

Mark Rodgers, York.

DOESN'T ADD UP

I am a great fan of CU and have been for some years now. I bought your mag even when I wasn't the proud owner of an Amiga. I have been very impressed with your new format, and I love playing the cover disks.

My one quibble is your new Additionals section which is great, but a lot of the stuff you review gets repeated quite regularly which is a bit of a disappointment for regular readers. Could you have new stuff each month?

Cormac FitzGerald, Athlone, Ireland.

Additionals is now written by Chris Jenkins, who's worked on sister mags Sinclair User and ACE, and knows the Amiga inside

WRITE TO CU, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU

out. He'll be covering new products each and every month so keep reading.

CIRCUS TRICKS

I'm writing because I disagree with Tony Dillon's review of *Monty Python's Flying Circus* in the September issue. How can you give a radical and original game like *Monty Python* an overall score of only 78%?! It deserves to be in the high 80s or 90s. What could be more fun than shooting Policemen with fish or watching cats explode in your face?

Sandy Houston, Australia.

Erm, how about watching staff writer, Mark Patterson, attempt to drink his fifth pint without gagging all down his jumper or Tom Gleinister attempting to tell a joke?

TIME FOR A CHANGE?

I love your magazine, especially since the 'reforms' when some new sections were brought in like First Impressions, and the mag is good for people who love games. However, I am quite interested in both games and programming, as are the majority of Amiga owners I know. I think it would be a great if you dedicated at least one page to programming. Just print a program a moth in AMOS basic for a simple game or something. This, I am sure, would not take up much time and would be extremely well received.

Lucas Nowak, London.

Your wish is our command, Lucas. In response to the many requests from our readers for such a feature, we'll be starting a series of articles on programming for the Amiga in a few months time. What's more, we'll also be running reviews on utility packages, peripherals, hardware and all sorts of other goodies besides. How are we going to do this without cutting back our games coverage? Simple, we're going to add lots more pages. More than that I'm not going to say. Keep reading.

QUICK QUIZ

Regular reader, S. N. Hardy, has come up with a mini-quiz for CU readers. It's quite tough so for the first reader to send in a complete solution we'll send them a whopping £250 of free software.

1. What Came From The Desert?
2. Which Speedball 2 team is said to be the worst in the entire history of the sport?
3. Who created the Battlescapes series?
4. Before an Amiga can be plugged into an ordinary television, which device is needed?
5. What is the name of Ingrid's pet dog?
6. Name the 4 heroes of Gauntlet.
7. Who is the green frog-like hero of Nebulus?
8. What is the sequel to X-Out?
9. Domark's Wings of Fury features which WW2 American AIrcraft carrier?
10. Rick Dangerous has been based on which 2 movie characters?
11. Where is Eye of Horus set?
12. How many Powermonger lands are there?
13. Where did Ishido originate?
14. Which enemy are you rebelling against in Carthage?
15. What is the name for the landcsape environment used effectively in such games as Driller, Total Eclipse and Dark Side?
16. Who is chip in love with?
17. In MUDS, what is used as the ball?
18. Sim City is plagued by which famous B-movie monster?
19. Name all the footy games and extras which have been written by Dino Dini for Anco?

Stuart N Hardy, Sheffield.

READERS' REVIEW

Have you ever read one of our reviews and totally disagreed with what we've said? If so, this is where you can voice your opinions and stick up for your favourite games. If you do, you could win yourself a £25 game, so get scribbling to us at Backchat

FIGHTING TALK

How on earth can Mark Patterson give *F-19 Stealth Fighter* a CU Superstar and call it a truly excellent simulation! Is he mad?

Mark's review wasn't critical enough. The game updates at twelve frames a second on average, sometimes sinking to a lowly seven! This makes the graphics look everything but 'fast and smooth'. Just take a look at *WINGS*. There you'll encounter fast and smooth graphics.

The sound is rubbish. Okay, you didn't give it as much as the other ratings, but 78 per cent? That's one of the things I don't like with your reviews. When something is very bad, you don't give it what it really should have. You just drop it 10-15 per cent below the other ratings. As for the lastability and playability scores – these were completely bogus. I have yet to find a single review in your mag that has big differences between these two ratings. To get into the game you have to wade through an enormous manual and learn to use all the varied key commands. The playability should have been much lower than the lastability rating.

The fact that the game takes an age to load, doesn't use two drives, and that the disk change is clumsy doesn't help matters. There's even an awful intro-picture with some boring music.

Over all the game should have scored a measly 74%!

Eric Adli, Norway.

Mark replies: We're going to have to agree to disagree over the relative merits of F-19. I'm a great fan of flight sims and this game, in my opinion, is one of the best. Of course, it's going to take a while to get into the game, it's a very complex sim, but with a little perseverence you'll be amply rewarded.

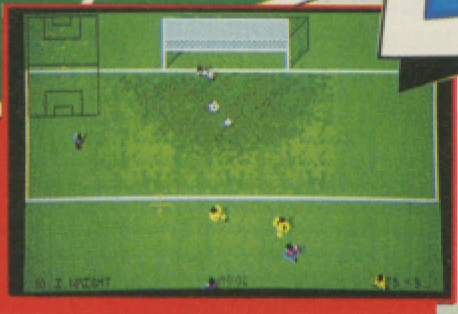
THE TOP FIVE

Here's this month's readers' top five Amiga games. Don't forget to vote for your faves each month. There's a software prize for one lucky reader each month. This issue's prize was won by Stuart Johnson, Huddersfield.

1 **Speedball 2**
2 **Turrican 2**
3 **Powermonger**
4 **Lemmings**
5 **Robocop 2**

KICK OFF 2

A NEW DI
SOCCER SI




Amiga Screen Shots

- BLISTERING PACE
- PIXEL PERFECT PASSING
- SUPERB TACTICAL GAMEPLAY

KICK OFF 2 greatly enhances the gameplay of KICK OFF, winner of the THE GAME OF THE YEAR in the U.K., and similar awards right across Europe. A host of new features have been added to the ones that enthralled players the world over.

* **Full size multi-directional scrolling pitch with the players, markings etc. in correct proportion.**
* **1 to 4 players option. (Amiga and ST only)**
* **2 players TEAM option against the computer or 2 other players. Hundreds of players each with a unique combination of attributes (stamina, pace, etc.) and skills (passing, shooting, tackling, etc.)**
* **Instinctive Kick Off joystick controls to dribble, pass, shoot, head or chip the ball and do sliding tackles.**
* **Set piece. FREE KICKS including dummies and the ability to dip the ball or bend the ball round a defensive wall.**
* **9 types of corner kicks with full control of shot power. Long and short throw ins.**
* **Team selection from a squad of 16 with substitution and a choice of tactics.**
* **League and cup competitions with Extra Time, Injury Time and sudden death penalty shoot outs.**
* **Facility to view, edit and save the Action Replays and create a Golden Shots disc.(Excl. IBM & CBM 64)**
* **Facility to load Player Manager teams and tactics for a single or league game.**
* **Red and yellow cards, 16 different referees, injury time and a host of features to create an atmosphere for a game which is real fun to play.**

ST ACTION - The best game ever to grace the ST. Highest accolade I can give.
AMIGA USER INT - The best computer game ever **97%**
THE ONE - Ultimate soccer simulation. **96%**
THE ACE - Brilliant. Buy, Buy, Buy. **930.**
AMIGA FORMAT - Best footy game to have appeared on any machine. **94%**
ST FORMAT - What a game! Gem to play. Magic. **90%**
C & VG - Championship winning material. **95%**
GAMES MACHINE - Probably the best sports game ever. **92%**
COMMODORE USER - No other footie game can touch it. **90%**
AMIGA ACTION - Surpasses all other football games. **93%**
POPULAR COMPUTING WEEKLY - Nothing short of brilliant.
NEW COMPUTER EXPRESS - Computer football event of the year.

AMIGA & ST £19.99 EXP. AMIGA £24.99
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Amiga Screen Sh



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The Player Manager brings the every day realities of a manager's life, his talents as a manager and a player, his triumphs and his failures into a sharp FOCUS.

ST. ACTION - A stroke of pure genius.
THE ONE - An exceptional football management simulation, Astounding depth. Most involved, rewarding and playable.
THE ACE - Successfully blends challenging soccer management with frantic end to end arcade action. **920**
NEW COMPUTER EXPRESS - The sheer depth is incredible. A definitive management game.
COMMODORE USER - At last a management game that requires true management skills - a winner. **94%**
ST FORMAT - Brilliant. **93%**
AMIGA FORMAT - Enthralling and addictive. **93%**
ZZAP - Best football management game ever written. **92%**

AMIGA - ST £19.99

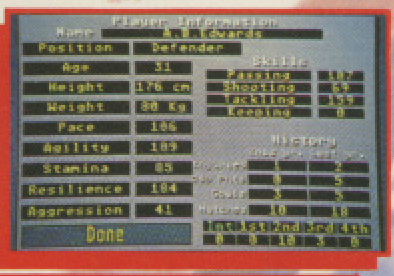


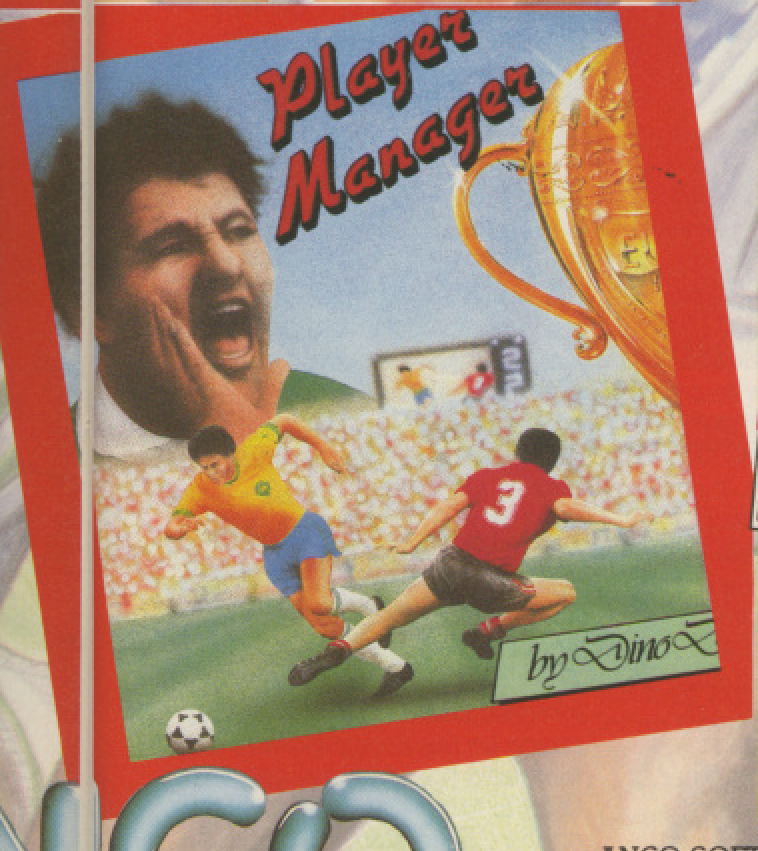
IMENSION IN SIMULATIONS

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Amiga Screen Shot





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Two extra kits.
Look at any player stats. (attributes and skill) before selecting squad.

Totally new corner kicks with full control of the power, height and trajectory of the ball.

Enhanced throw ins and penalty shots.

Provision to flick the ball in the air and do a blinding header or a spectacular overhead kick.

New two players team mode. Player 1 in position or nearest to the ball and player 2 in position or keeper.

Linesmen and referee on the pitch. (EXP. Amiga Only).

A new player attribute FLAIR. A player with a high level of flair will try a solo attempt at the goal.

4 new pitches - Wembley - Icy - Muddy - Non-League

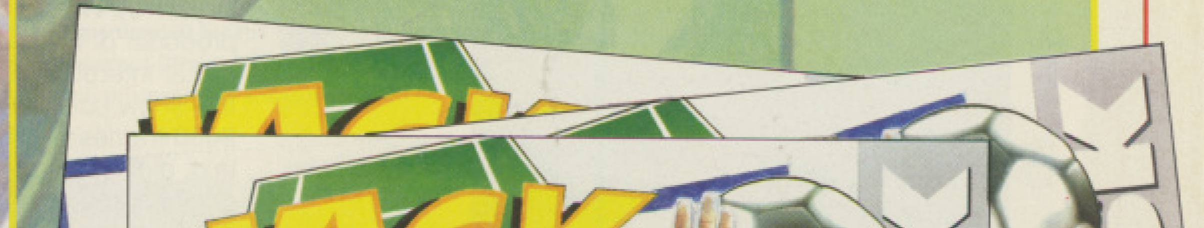
And Lot's More

WINNING TACTICS (£6.99 - February.) - A collection of tactics for use in Player Manager or KO2 with full explanations.

RETURN TO EUROPE (£9.99 - April.) - Three European cup competitions. UEFA cup - European Cup - Cup Winners Cup.

GIANTS OF EUROPE (June) Best teams of Europe on one disc.

SUPER LEAGUE - Four division league with 24 teams in each division. Automatic promotions and relegations. Teams from GIANTS OF EUROPE can be loaded into 1st Division.



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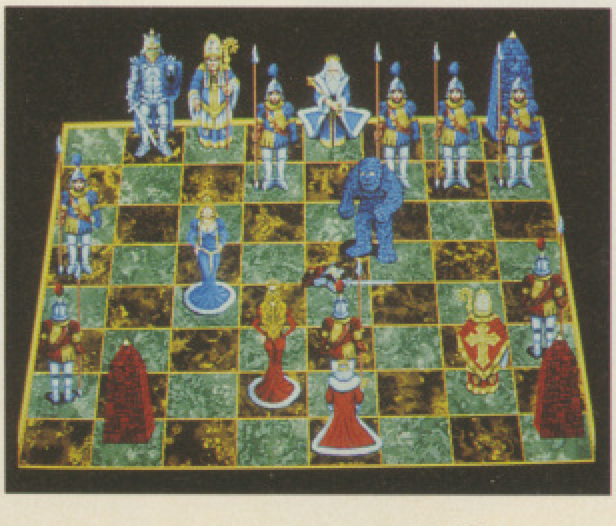
BEAUTIFULLY COMPACT . . .

Commodore's Amiga-based CD entertainment system, CDTV, promises to bring the fabled interactive movie one stage closer to reality. Rik Haynes takes a look at some CDTV games in development. . . .



Price point policy. Will Commodore release the CDTV for £599? Find out in next month's issue of CU Amiga. . . .

The CD version of Battle Chess has improved graphics, sound and gameplay (FM Towns version shown). . . .



The original Battle Chess from Interplay in California mixed the classic board game with some of the best three-dimensional graphics yet seen on the Amiga. When its fantasy medieval chess pieces attacked each other, their one-on-one battles were played out in entertaining animation sequences. The pending CDTV version promises even more.

"The 35 minute tutorial is a major enhancement," says Troy Worral, producer of *Battle Chess CD* at Interplay. This innovative show combines over 9000 frames of animation, text, digitised speech and an original professionally composed music score to create a mini-movie for connoisseurs of chess. The tutorial details the history and rules of chess and introduces each piece to you in turn. It's a great way to learn about this ancient strategy board game. The text was researched by a script writer who normally works on movies, television situation comedy shows and comic books. Did you know the Queen couldn't move around the board?

Battle Chess CD also incorporates a new and improved interface, animated graphics, sound effects and background scores. It contains 10Mb of graphics compared to the 4Mb found in the original. All the gameplay features from the original are still included such as 10 levels of play, an opening library of 30,000 moves and the chance to play against the computer or a friend. I will take four months to produce. David Steffen is programming the conversion and Charles Weidman III is drawing the tutorial artwork.

"Darkness descends over the battlefield. Thunder cracks overhead and lightening flashes shadows upon the chequered board. There can be no more delay. You make your choice. A pawn marches forward against the darkness opposing you."

"We're currently improving the combat animations of the original Amiga version of Battle Chess, but we don't have all the details yet as to which ones will find their way in, claims Worrel. Troy and the gang are going back to rework come of the combat sequences, and they hope to inject more humour into these short bursts of battle. For instance, Interplay wants some of the knights to be on horseback. Eventually there will be six different walks and 35 combat sequences.

New digitised stereo sound effects have been added and roughly 30 minutes of CD-quality audio are included. Five different music scores change during the game depending on how well you are playing. "It's up-beat when you're winning. Almost a funeral march when you're losing," Worrel confides. A small local band from Santa Anna went into the studios to record these tunes. Synthesizers did a majority of the work. For the tutorial, Interplay used six professional actors to record the speech spoken by each chess piece. This digitised discourse may be converted over to other languages in the future. The sampled sound effects are either home grown or come from the compact discs from Sound Ideas in The States. The original FX had to be trimmed down to take up less space on the floppy disk, so the audio has to be re-digitised to bring up the quality on the CD version.



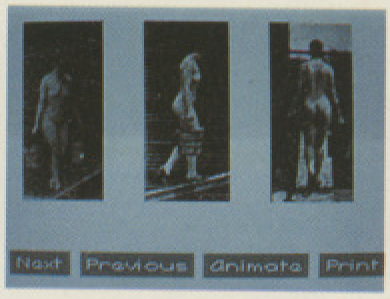
Brian Fargo, President of Interplay, attributes the companies success to a talented team of programmers , artists and professionals who spend many painstaking hours the design, productions and quality assurance of each individual game. "We converted Battle Chess because it's a mass market, universal game that uses the power of the CDTV to its fullest," states Worrell. Since it was founded in 1982, Interplay has produced many Amiga games including *Tass Times in Tone Town*, the *Bard's Tale* series and *Neuromancer*.

Interplay feels that CDTV is on the cutting edge of new technology. The fact that it is going to be the first in The market place should help it tremendously. Interplay's premier CDTV product will be available in the spring, no price has been set. *Battle Chess* will be the first of many CDTV titles from Interplay, so watch this space.



Inset: The Case of the Cautious Condor. I say, can you solve this case of the mysterious CDTV? It's brilliance is elementary, my dear Holmes. . . .





Women in Motion from On-line Entertainment has nearly 100mb of naturists pictures. The force of CDTV means that Eadweard Muybridge's celebrated nudes will be animated for the first time in their history. The package will be able to accept DPaint 3 files, claim its makers, and it will be targetted at the (semi) professional animator. . . .

NEW WAVE WONDER

Commodore Dynamic Total Vision is set for a country-wide 'Dixons' debut next month (although we'll believe it when we see it). The giant electronics retailer has agreed to stock the CDTV in over 100 stores around Britain. Although the launch price was to have been £699, Commodore have announced a cut down price of £599. The first stocks should be selling by mid-March. Additionally, Commodore was showing an add-on CD-ROM drive at the Winter Consumer Electronics Show in Las Vegas last month. The A690 effectively turns existing 1Mb Amiga's into CDTVs. The price expected to be between £250 and £350.



Prepare to meet Psychokiller – will this release from On-line Entertainment be the first camcorder movie to be turned into a game? Shot on location around their offices, it has taken the On-line crew, fronted by Fergus McNeill, around six months to edit this CDTV release. Psychokiller will be one of three CDTV releases from On-line. . . .

CD-TV

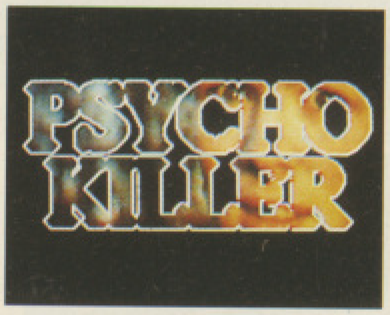
Welcome to the world's first column devoted to the CDTV. Over the coming months CU Amiga will introduce you to the concepts of multi-media, full motion video, cyber comics, interactive imagination and digital doctors. The hyper hits will be perpetual. If you have any questions or comments you can contact me by writing to Rik Hanes, CU Amiga, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

OFF-BEAT TRIO FROM ON-LINE

On-Line Entertainment will have three CDTV titles, each priced at £29.99, ready for launch next month thanks to its versatile DUNE authoring software.

Based around Sir Arthur Conan Doyle's classic detective novel, *The Hound of the Baskerville* is an interactive investigation filled with journals, newspaper cuttings, telegrams, letters, police reports and other clues. On-Line says the massive capabilities of the CDTV – digitised sound, images and animation – are used to provide an atmosphere heavily laden with suspense and drama.

Women in Motion is the first time the historic photographic images of Eadweard Muybridge have been brought together in a 'Moving ➢



On-line Entertainment uses the DUNE system to produce CDTV titles such as The Hound of the Baskervilles and Psychokiller. . . .

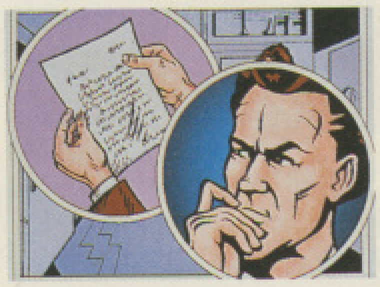
BEAUTIFULLY COMPACT . . .

PUT IN THE PICTURE

"CDTV is the next logical step in the evolution of consumer electronics," says Nolan Bushnell, general manager of Commodore's Interactive Consumer Products division in North America. "It provides capabilities far beyond any currently available entertainment or computer system, yet is remarkably simple to use. If you know how to change TV channels with a remote control, you can take full advantage of CDTV." Bushnell was co-founder of Atari, but we won't hold that against him. "The concept that drives CDTV is that of an electronic interactive, instantaneously accessible library. We will have fiction, non-fiction, reference and entertainment titles that provide consumers with a truly unique source of information and entertainment.

➢ Film'. With nearly 100Mb of graphics, this product gives a unique insight into the moving form. These pictures have been used by great animators, including Disney, as a basis for their work in the past. According to On-Line, artists will be able to use paint packages like *DeluxePaint III* and play around with these 'arty' images of women walking, sitting and dancing in the nude. The final version will include narration by a well-known BBC announcer.

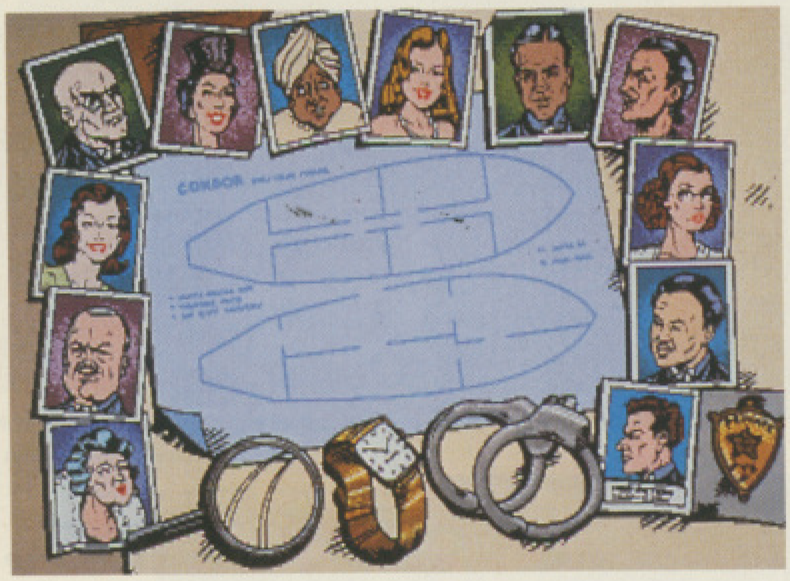
One day last year, Fergus McNeill and a group of friends travelled to the local countryside and shot an off-the-wall shocker movie using a normal camcorder. It took them over six months to make this video into a fully interactive adventure for the CDTV. *Psycho Killer* is the result. Who knows? Jeremy Beadle may do the same thing with those embarrassing home-video clips from You've Been Framed.



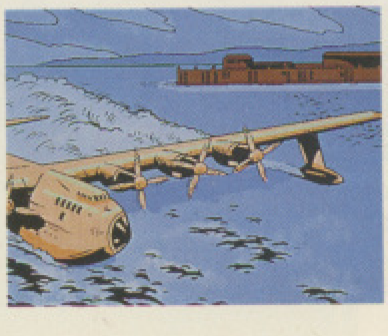
Tiger Media employs cartoon graphics rather than digitised graphics in its CDTV products.



Commodore's new machine will be perfect for the simulation enthusiast allowing for more detail and more space devoted to samples . The case of the Cautious Condor will be the first in a series of airwave adventures for the CDTV.



Set in the 1930s, this airwave adeventure from Tiger Media features a plane inspired by Howard Hughes 'Spruce Goose'.. . ..



THE CASE OF THE CAUTIOUS CONDORE

Voted 'Best Hit Software' by Japan's leading games magazine, *Condor* from Tiger Media is a 1930s-style murder mystery drama which uses vintage comic-book cartoon-drawn characters and scenes.

"Condor is the first title to be developed specifically with the interactive capability of optical disc platforms in mind," says Laura Buddine, President of Tiger Media. The LA-based company has been at the cutting-edge of CD development for the past five years. Condor is the first 'Airwave Adventure', a full-line of interactive titles to be developed by Tiger Media in the coming months.

Airwave Adventure takes place aboard the Condor, a luxury airliner fashioned after Howard Hughes 'Spruce Goose'. There has been a murder, all the suspects are aboard the plane and the player has 20 minutes to find the murderer. Using the CDTV's remote control, the player moves the detective from room to room, meeting the characters on the plane and gathering clues. Each segment lasts about two minutes, during which time the detective tries to establish the means, motive and opportunity for each character. There are more than 1500 paths that a player can follow, however, only one leads to the murderer.

"This title is 100 times larger in data and graphic capacity than any other title ever produced for any format," claims Tiger Media, "There are three hours of CD-Audio, more than 700 originally drawn colour pictures and 200Kb of program."


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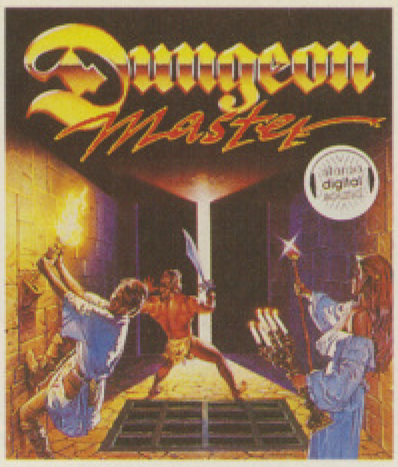
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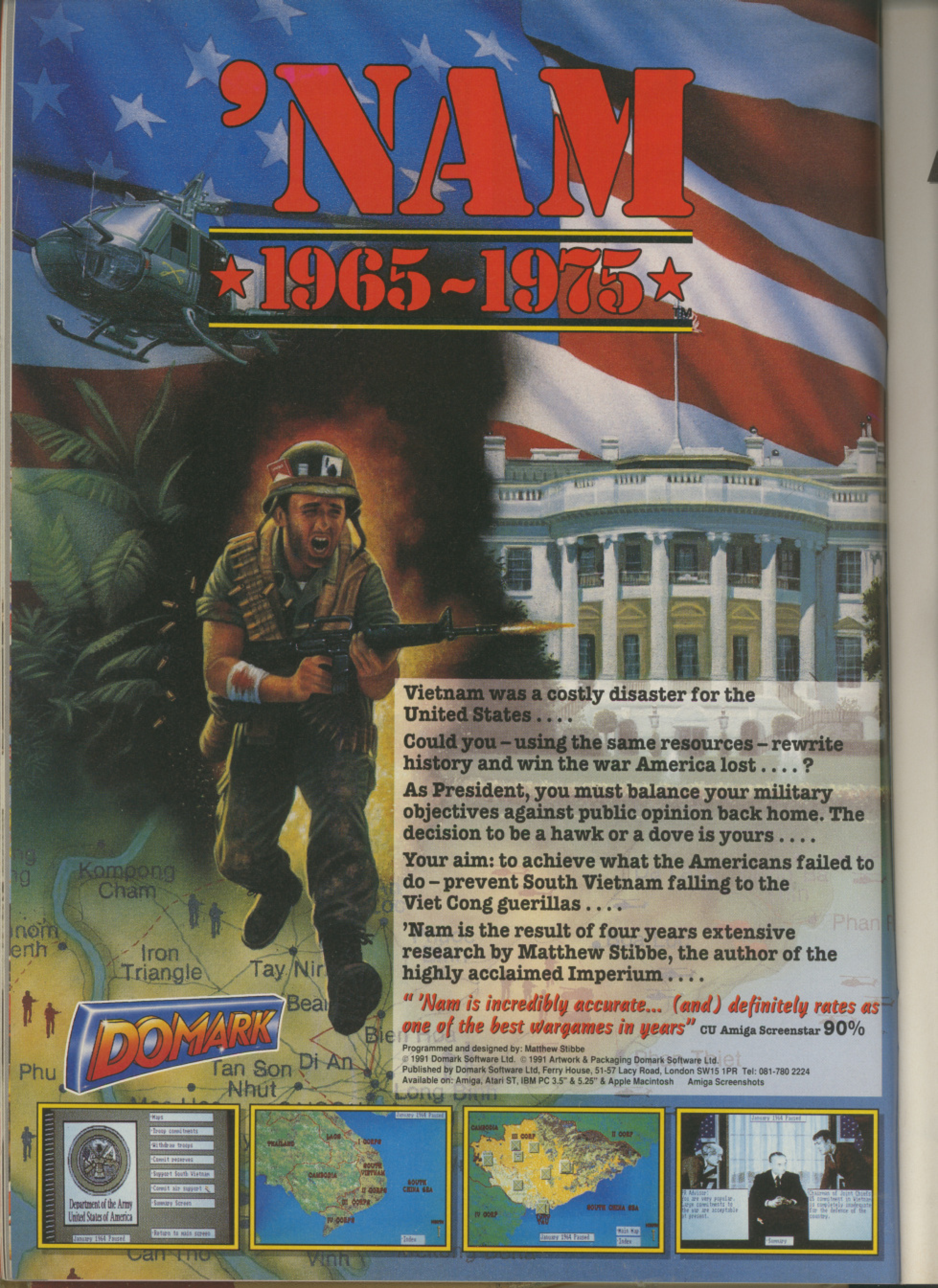
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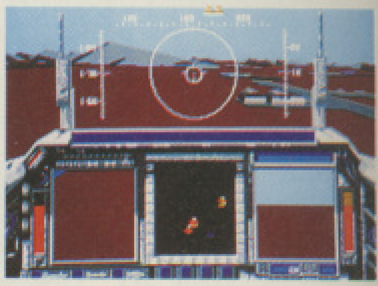


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External and cockpit views can be used to visually indentify planes. There's nothing to stop you shooting down one of your own fighters.





The HUD displays information such as air-speed, altitude, currently selected weapon and heading. It's also used to select enemy air and ground targets.

With MicroProse's sim set for take-off, Mark 'Fly Me' Patterson flew in for a look.

F-15 II

With *F 15 II* nearing the final stages of development it looks as if MicroProse are steering away from the thoughtful approach of their previous products by stepping up the action.

The game is orientated towards individual missions rather than an overall scenario. You start as lowly a Flight Lieutenant aiming to collect ranks and medals while battling hostile forces. It's the usual MicroProse formula which is rapidly heading towards over-use.

IMPROVEMENTS Although MicroProse are attempting to improve on the PC version some features may have to be cut owing to memory restrictions. To compensate for this the presentation screens have all been touched up or completely redesigned. The sound effects are also being rewritten from scratch.

Rather than port the graphics code over from the PC version, the programmers are borrowing routines from *F19*. The number of polygons, their size and position are all relevant to the game's speed; if the screen's too cluttered the frame rate tends to slow down. *F15*'s programmers believe the finished product will not run any slower than ten frames a second, an impressive claim.

People with extra memory will be able to access additional features such as digitised speech and possibly some enhanced graphics, but the inclusion of these depends on the time remaining after the main bulk of the game is completed. The game is also being designed to run faster on modified Amigas, a fact which will please A3000 owners.

COIN-OP The cockpit is also being redesigned, to make it look and work more like that in the arcade version. Although MicroProse claim that's all they've really 'borrowed' from the coin-op I get the distinct impression that Amiga *F15 II* leans far more towards a thinking man's conversion of its arcade brother rather than the PC sim.

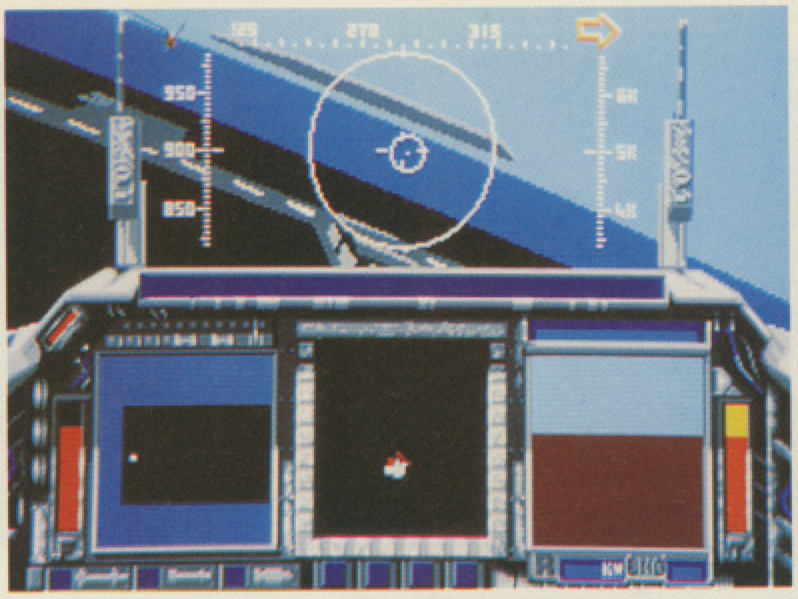
As with *F19*, MicroProse's last flight sim, custom built software is being used to design the graphics. These are intended to let the user draw in three dimensions, in a similar principle to a CAD



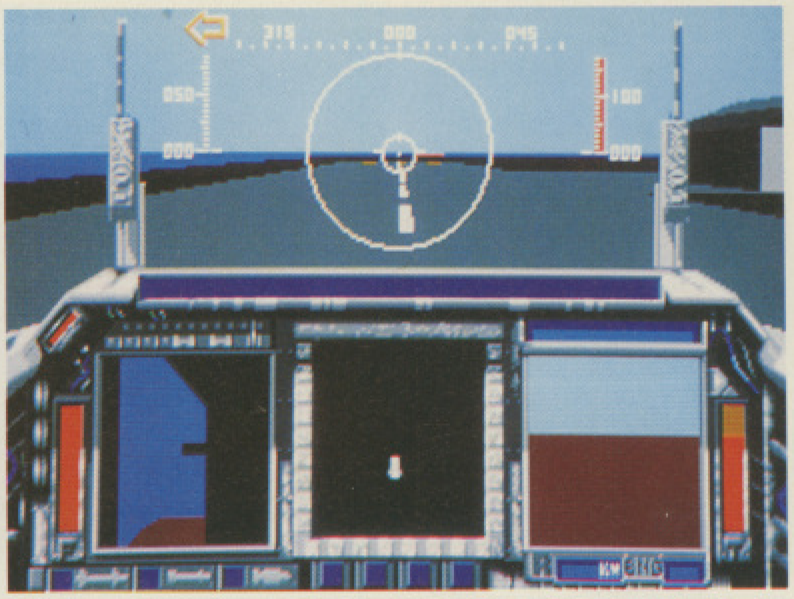
Hi-resolution presentation screens will be used to link scenarios.



Choose from a small arsenal of air-to-air and air-to-ground weapons.



One of the problems the programmers had to overcome was making the horizon tilt when the cockpit slants. They had original toyed with the idea of creating a lever cockpit with no slants.



The arrow at the top of the HUD points the way to your first target. A mission always contains a primary and secondary target. Both must be engaged unless your orders say different.



A successful mission will earn the pilot promotion and commendations. Oustanding performance over a long time could result in the Congressional Medal Of Honour, the US's highest award.

REACH FOR THE SKIES

The F15's primary role is as an air superiority fighter, designed to dominate the air, allowing friendly aircraft to operate unimpeded. It is also an extremely capable strike aircraft, a feature which prompted the USAF to develop the F15 Strike Eagle, a purpose built ground attack version of the normal F15. It's capable of a maximum speed of over Mach 2.5, making it one of the fastest attack planes in the world. For ten years it held every time-to-altitude (the speed at which a plane climbs) record. During the Gulf war one Saudi-piloted F15 downed two French built Mirage fighters and saw off a Russian made SU24 Fencer when they tried a sneak attack on the American supercarrier Nimitz.



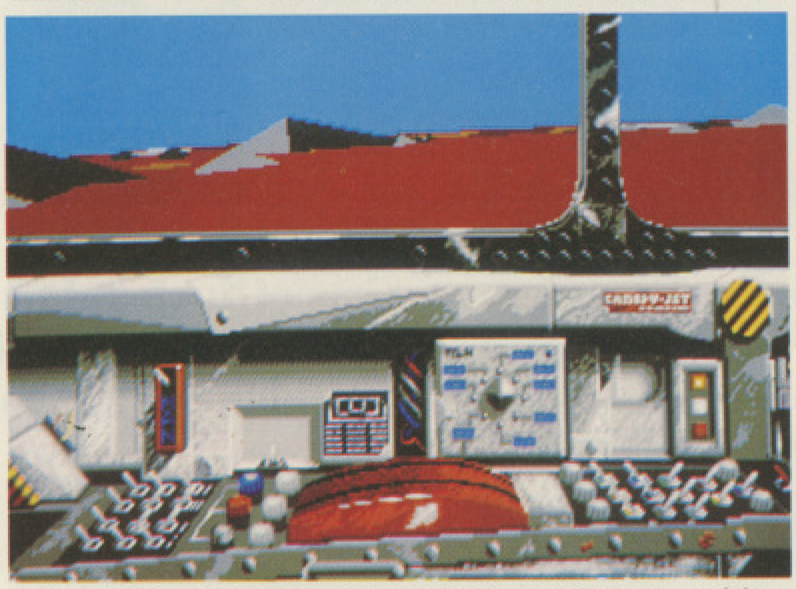
Death is the end. Your plane can withstand hits from enemy anti-aircraft fire and even some surface-to-air missiles. Ejecting will save you providing you're not flying too low.

machine. In order to conserve memory some of the features of the PC version may have to be dropped.

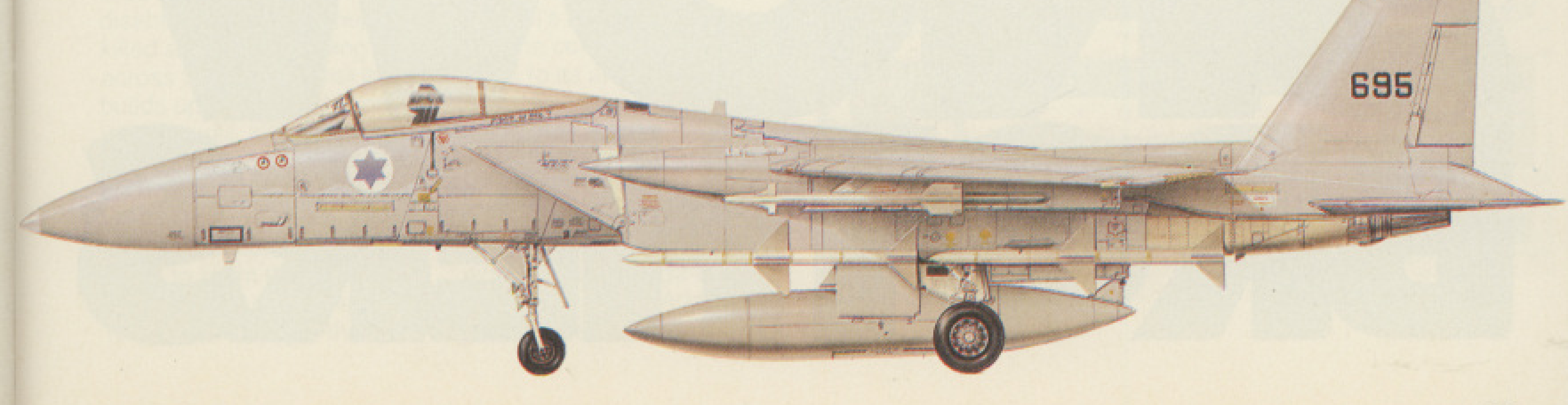
OBJECTIVES Missions will include destroying oil fields, intercepting enemy fighter squadrons and long range interdiction strikes. Unlike most other flight simulations you won't get a choice of weapons. Your F15 will come equipped with two types of air-to-air missiles plus air-to-ground Mavericks, only the amount is selectable.

The game is set in six different locations, Libya's infamous 'Line of Death', Vietnam, Middle East, Persian Gulf, North Cape and Central Europe during World War Three. Mission objectives will be dictated by the current location, for instance supply lines and ammo dumps have to be attacked in the world war scenario. Despite the Gulf War, MicroProse have decided not to alter the Persian scenario, so you're taking off from airbases in Kuwait to attack targets in Iran. Unlike *F19* the onus is on action rather than strategy.

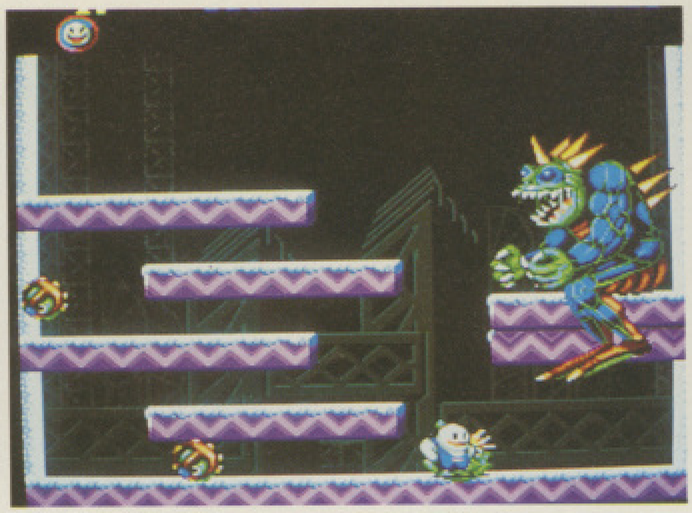
F15 II is scheduled for a May release. Full review next issue.



Enemy tracking devices range from a pair of binoculars to state-of-the-art radar equipment. It pays to watch the skies.











SNOW BROTHERS

Following the success of their conversions of such cute coin-ops as *Rainbow Islands* and *Pang*, Ocean jump on to the bandwagon again, this time with a conversion of *Snow Bros.* Steve Merrett chills out and takes an early peek.

When it comes to cute coin-ops, there's no doubting that they offer unrivalled playability. After years of alien blasting and power pill gobbling, Taito delivered the shot in the arm that the coin-op scene needed with *Bubble Bobble* and its many sequels. Since then, cutesy games have almost become a genre in their own right with games ranging from *Atomic Robokid* to *Flood* literally flooding (sorry!) the market. More importantly, they also have the advantage of surviving the transition from coin-op to the Amiga with very little harm, a feat Ocean themselves have proved with the likes of *Rainbow Islands*, *New Zealand Story* and *Pang*.

The licence to convert Toaplan's relatively unknown *Snow Bros* was acquired



(Left) The mid-level guardians appear after every ten screens. Spewing countless and deadly creatures, the smaller creatures should be balled up and rolled back at the massive guardian until they eventually keel over and die.



Special potions can be collected when two or more aliens are despatched at the same time. These then allow the snowman to upgrade the speed of his shots, along with their distance, and he can also attain temporary invincibility.



after last years ECES in September, and Ocean France were drafted to convert the game immediately. Since past success with the likes of *Cabal* and *Pang*, OF have been in the lucky position of more or less selecting which licences to convert. On signing the rights to *Snow Bros*, OF's graphic artists took a look at the coin-op to make a note of key items and sprite animations. The game's programmer then took notes on specific routines that may cause problems. From these initial impressions, any problems could then be ironed out very early in the game's development and the recreation of the sprites can run in parallel.

SNOWBALLIN' The basic gameplay of *Snow Bros* is akin to that of Taito's aforementioned *Bubble Bobble*, in so much that the game involves clearing 50 separate screens of their deadly occupants. However, replacing the cute Brontosaurus of the bubble-blowing classic, *Snow Bros* stars a small snowman as its central character, and the icy hero is armed with a magic power which enables him to turn the attacking creatures into massive balls of snow. Each monster requires four direct hits before he is completely covered in snow and effectively disabled, and it can then be killed simply by pushing it across the screen until it builds up speed and cannons into the wall, killing anything in its path. However, if a snow-covered monster is left for too long, it rapidly escapes its confines and starts to roam the platform-laden screen at a faster pace. To your advantage, though, are a number of bonus goodies and potions which, when collected, endow the little snowman with a variety of super powers.

When ten screens have been cleared of their occupants, the little snowman comes up against a massive mid-game guardian. These get progressively harder as the game progresses, and spew out literally hundreds of smaller creatures which must be avoided as you attempt to kill the larger opponent. In addition, in keeping with the bonus idea of *Rainbow Islands* and *Bubble Bobble*, *Snow Bros* contains dozens of small bonus objects which are accessed by performing certain tasks or completing a screen in a specific order. Ocean France have managed to cram all of the original's secrets, ensuring that the conversion is as close to its arcade parent as possible.



SNOW JOKE Perhaps surprisingly in these days of PDS systems and PC work stations, the game is being written on an Amiga-based system by Pierre Adane who took up his *Snow Bros* duties ➢

SNOW BROTHERS





as soon as his commitment to *Pang* was completed. Meanwhile, the impressive graphics are being prepared by Phillipe and Lionel Dussel (two brothers who have now been dubbed 'The Snow Bros'!) along with Francis Fournier, who, using a simple ST set-up for the maps and sprite editors, have managed to recreate the entire 32-colour palette to make the game's screens look virtually identical to those of the coin-op. In addition, by creating each of the game's 50 stages in almost jigsaw fashion, a lot of memory is saved, allowing them to add all of the original's neat little touches. The team, which is rounded off by Pierre Loriaux on sound, have been working on the conversion since before Christmas, and the game is roughly 75% complete. One of the programmer's greatest feats is that he has managed to mimic the arcade game in virtually every way, including its speed. Of this, Ocean France's Development Manager, Marc Djan, is justifiably proud, as he is of the view that "it is probably the most important factor".

As anyone who has played the coin-op will tell you, *Snow Bros* plays at a fair old speed and, thus, ensures the conversion's sprites zoom around like their mad arcade counterparts is essential. How the whole thing will hang together, though, will be revealed in the next couple of months when Snow Bros is released. Stay tuned for a full review.

FROST IMPRESSIONS

During the conversion of Snow Bros, Ocean France received very little help from the coin-op manufacturers, Toaplan. With the exception of a coin-op to work from, the team had to play the coin-op from start to finish, making notes of key animations and graphical techniques. Similarly, all the coding techniques had to be worked out this way, with Pierre studying the game in great detail, and working out the basic logics needed to reproduce the enemy sprites' intelligence. From here, the graphic artists then started to reproduce the individual screens using ST and Amiga-based systems, and specially written software which allowed them to animate the sprites within a very small amount of memory and also compact the screens. With the memory saved by these special techniques, the actual coding was mae easier, and Pierre was allowed a pretty much free reign to incorporate nigh-on everything from the coin-op.











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IBM PC & Amiga screen shots



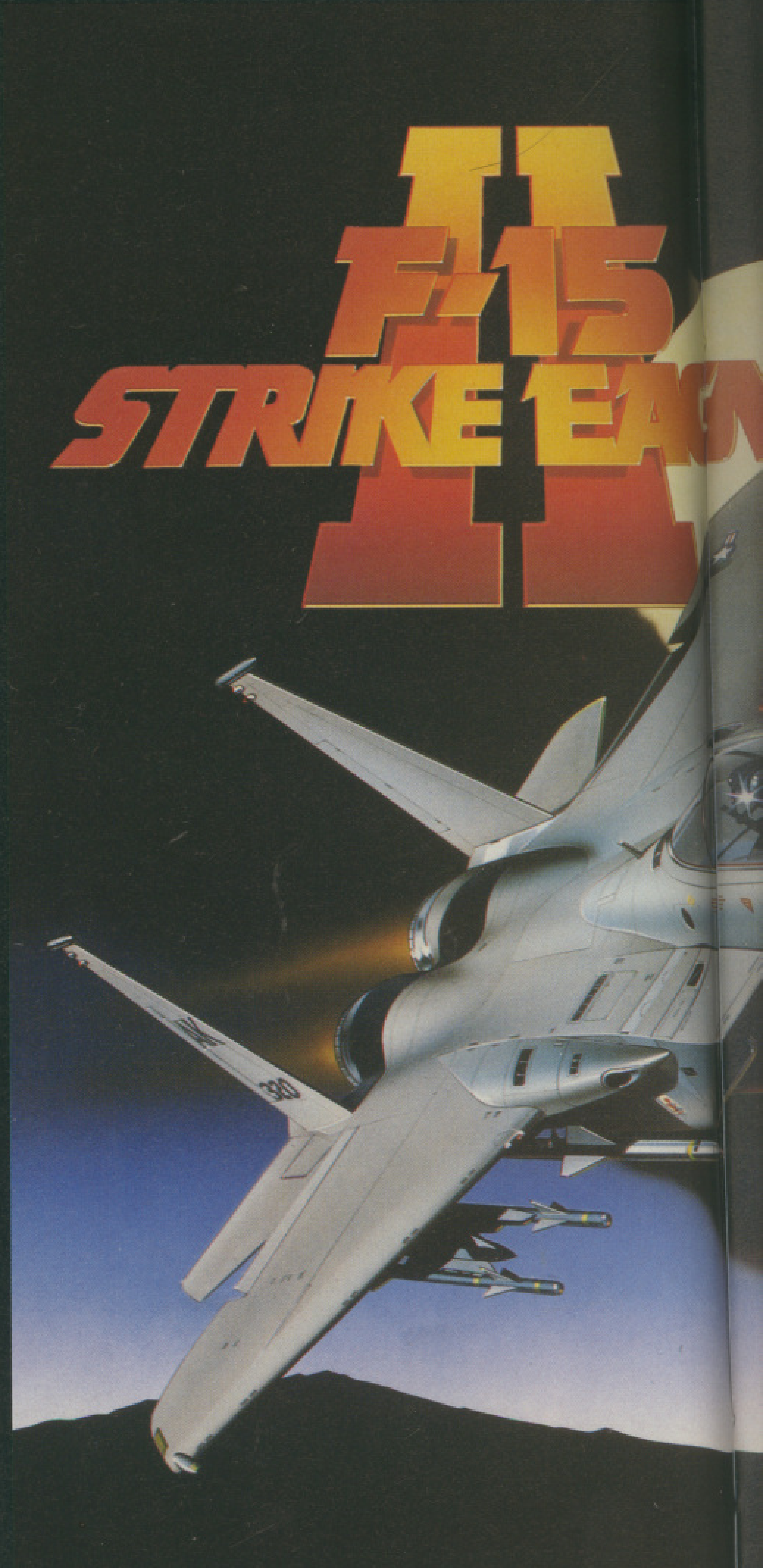
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F15 Strike Eagle II follows F19 and Gunship into the front line. The latest and

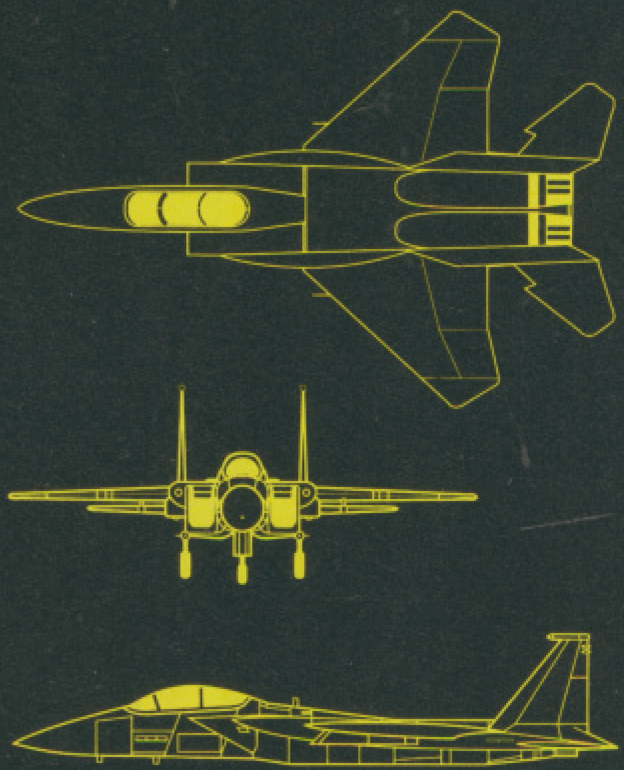


AIR SUPERIORITY

The F15 Strike Eagle is the latest in a long line of F15 Eagles, whose development began in the mid '60s. Originally conceived as an ultra-powerful, ultra-fast air-superiority fighter, the design has developed into an air-superiority fighter with ground-attack capabilities.

The F15 Strike Eagle is one of the fastest, most manoeuvrable, and most powerful military aircraft in the world. It has the capacity to carry the latest air-to-air and air-to-ground armament in addition to its 20mm cannon.

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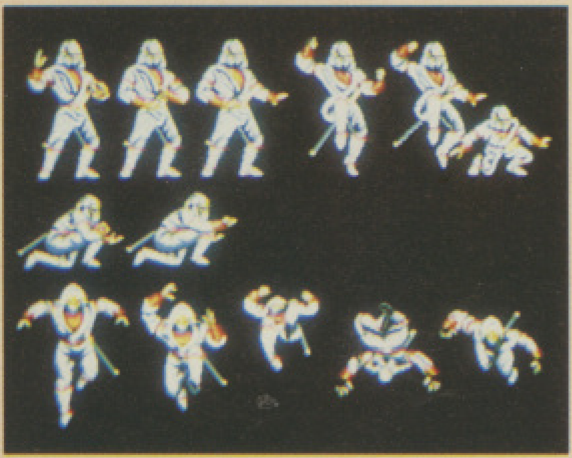
A taster of U.S. Gold's new beat 'em up, Shadow Dancer, which features a sample of what to expect in the multi-stage fighting epic. Also, we are proud to present the hottest demo doing the rounds at the moment – Madness 2.

SHADOW DANCER

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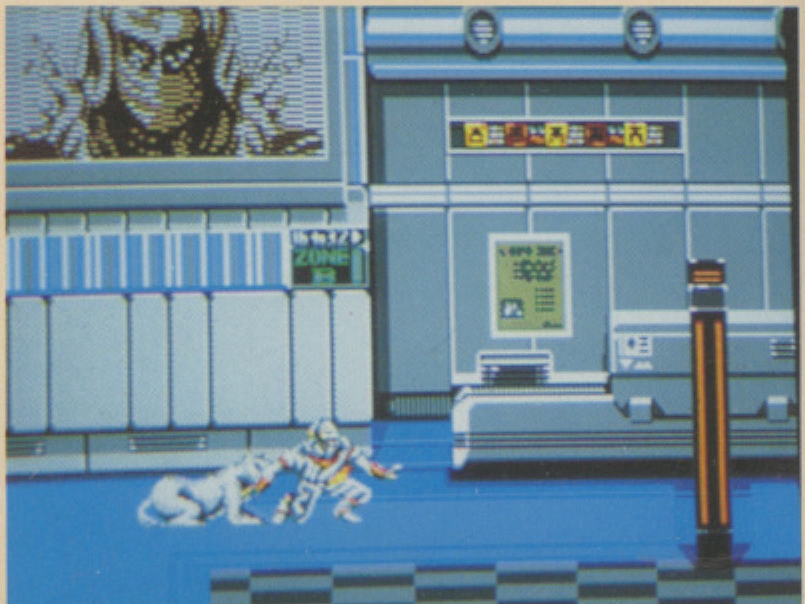
Shadow Dancer from U.S. Gold is the amazing sequel to *Shinobi*, and follows the further antics of the white-clad Ninja as he battles to free a group of hostages from the hands of a dangerous band of terrorists. Set in the not-too-distant future, *Shadow Dancer* involves negotiating a number of stages until you eventually make it to the space shuttle where the hostages are being held. Scattered throughout the levels are a number of explosives which are being guarded by larger guardians who must be defeated before the bombs are detonated. However, just one bomb will do the necessary damage, so every one must be found before the game is over. To the Ninja's advantage, though, is an arsenal of throwing stars, a sword, and a faithful dog who trots alongside him, and can be set upon any attacking terrorists. In addition, retained from the first game is the ever-popular ninja magic, which is activated via the space bar. There are four varieties of the magic, which range from a ball-spewing Buddha to a series of whirlwinds, and each clears the screen of enemy sprites and their bullets.

Our playable demo allows you to get used to the ways of the ninja, and contains a number of the final game's early sections. The final game will span six large stages, each of which is broken up into a number of smaller levels. Each stage is set over a multi-directional-scrolling play area, starting in the airport until the ninja eventually makes it to where the shuttle is being held. Control over the ninja is effected using the joystick, and the directional controls move him left and right, with up and down sending him into a crouch, and up prompting a jump. In addition, the ninja's limited supply of throwing stars are accessed using the firebutton and when these are exhausted or an enemy comes into close contact, control is automatically swapped over to his sword. Finally, the dog is sent into battle by pulling down on the joystick and pressing fire, but can only withstand a limited amount of damage before returning to his master the size of a scared Gerbil! Similarly, *Shadow Dancer* also allows the ninja to jump behind objects, such as fences, and this is achieved by pushing the joystick up and pressing fire – this method is also used to clamber on to the higher platforms.



MADNESS 2

Easily the most impressive demo we've seen for ages, *Madness 2* has been written by the UK branch of top European coders, Anarchy. Featuring some very clever jiggery-pokery, the demo is a follow-up to the smash-hit, *Madness*, released late last year, and has some of the largest vector graphics we've seen and a neat line in music. In fact, we were so impressed that we felt that everyone deserved to see their newest offering, so here it is in all its glory.



DISK twelve

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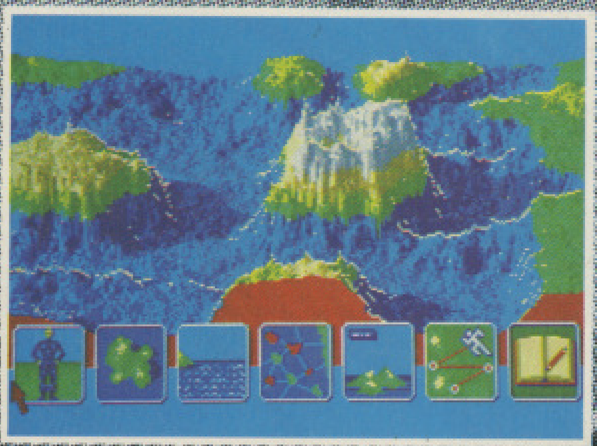
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FIRST IMPRESSIONS

Dressed in his mum's best tea towel, our resident Doris Stokes, Steve Merrett, takes a precognative glance at forthcoming games...

HOSTILE

PALACE return after a short break with a game of destruction.

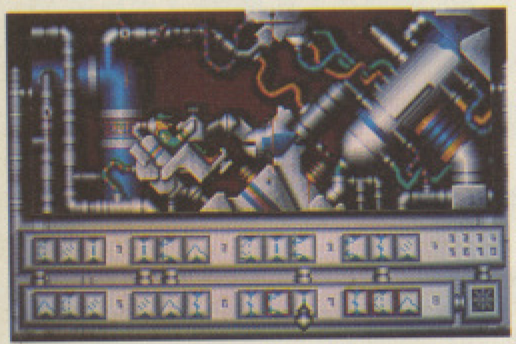
GAMEPLAY: Spanning eight levels, *Hostile Breed* is Palace's first entry into the 16-bit shoot 'em up arena. As a humble shuttle pilot on the planet GENARO-5, your job normally entails ferrying people to and from its key land sites. However, due to a massive earthquake, disaster has struck Genaro, and a series of deadly life forms have escaped from a high-security research station. Taking the form of deadly vegetation and mutated animals, the escaped mutants have spread like wildfire through the planet's eight key sections, rendering the world's defences useless. In addition, should the virulent lifeforms reach the planet's centre then all life will be extinguished. Using the meagre weaponry on board your shuttle, it is up to the player to guide the shuttle through the eight horizontally-scrolling levels in an attempt to stop the mutants reaching the centre.

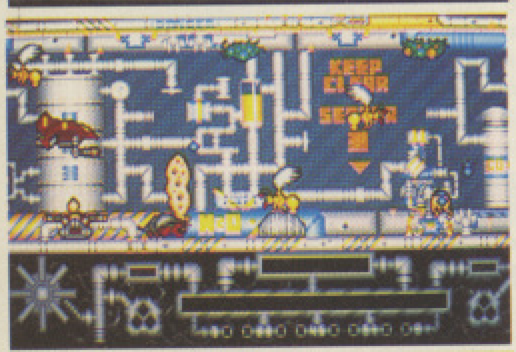
However, using the computer aboard your ship, the player can link up with the assorted wall-based gun turrets and use them to clear a path through the rapidly reproducing fauna and wildlife. In addition, any damage to your craft can also be repaired using this system, thanks to a small party of repair droids who can be called into service every now and then. More importantly, though, using your computer logically can make later stages of the game significantly easier as weaponry can be accessed in advance, but even so, it's still going to be tight...

PLUS POINTS: The idea of linking up with the planet's defence and repair systems is a good one, and offers new life to the jaded shoot 'em up theme. In addition, it also adds a strategy slant to the game as there is only so much power available from the central reactor, and thus it must be carefully distributed – which gets increasingly harder as the aliens start to near it! Also, the graphics add a nice bio-mechanical feel to the game, and look almost cartoon-like in their execution.

BEHIND THE SCENES: The key to *Hostile Breed*'s success depends on how easy the exterior weapons will be. If they are easy to skip through whilst keeping the shuttle out of harm, then all will be well and good. But if a long-winded system of, say, holding down the firebutton is used (as in *White Shark*), then valuable lives could be lost unnecessarily. In addition, the shoot 'em up theme is now looking extremely tired, with very few new innovations, and failure to incorporate a decent system will result in another entry to the ranks of the uninspired blast brigade.

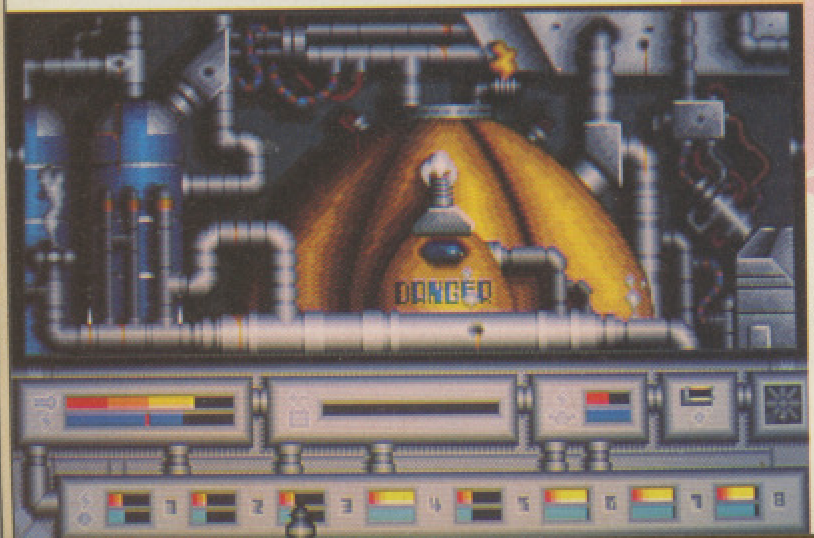
FIRST IMPRESSIONS: It has to be said that *Hostile Breed* is a mean looking shoot 'em up. Graphically it's superb, with Jo Walker's unique style of graphics (he also worked on *Demoniak*) looking simply brilliant. With the coding in the hands of Rob Stevens, the game should add something refreshing to the shoot 'em up genre. Rob's last game, *Snare* for Thalamus, was an interesting little oddity, and if he can incorporate half as much of *Snare*'s playability, then Palace could be on to a winner.







Interrupting *Hostile Breed*'s shoot 'em up action is a strategy-based section where the planet's weaponry can be reconfigured.



Jo Walker - currently beavering away on Palace's two newies.





SUMMER CAMP

HI-DE-HI-JINX with Thalamus's cute mouse.

GAMEPLAY: With only *Hawkeye* and *Mindroll* (AKA *Quedex*) under their 16-bit belts, Thalamus's next release is a conversion of their popular 64 platform romp, *Summer Camp*. Controlling a cute mouse, the player is given the task of battling his way through the series of flick-screens which make up the Summer Camp of the title. An outbreak of deadly creatures have appeared from nowhere and have overrun the camp, keeping away the all-important visitors, and ensuring that the place will shut down.

As the plucky rodent hero, the player must run and jump through the game's massive play area whilst avoiding contact with the countless enemy sprites and collecting the assorted bonuses which are scattered around. The play area can be explored fairly freely, and each screen is made up of a series of platforms upon which the cute but evil sprites roam.

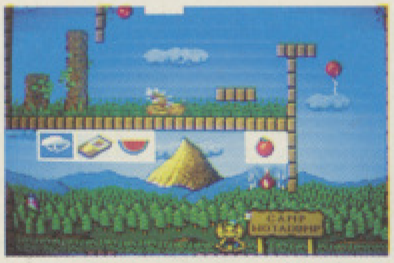
PLUS POINTS: The graphics look all the better for the clarity the Amiga can afford, and the screens are very attractive. Despite looking a little similar to *Rodland*, *Summer Camp*'s visuals are perfect for the cute nature of the game. Similarly, the extra memory the 64 has over the 64 is being put to good use in the gameplay department, and Thalamus are confident that they will be able to squeeze even more into the final version than they originally hoped for.

BEHIND THE SCENES: Creative Materials are the guys behind the conversion, and work has been going on for nearly three months. With *Line Of Fire* and *ESWAT* already under their belts, *Summer Camp* is a slight departure from the all-action games that Materials are normally associated with. *DPaint III* is being used to put the graphics together, and the game currently exists as a short demo comprising a dozen or so screens, whilst most of the sprites have been drawn and are ready for animating. If all things go according to plan, *Summer Camp* should be released some time in July.

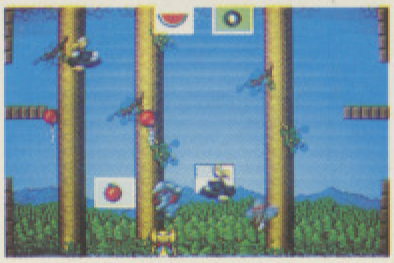
FIRST IMPRESSIONS: From what we've seen, the lack of variation may cause a few problems. The original game was none too hot (although 64 owners did go ape over it – still, with so little new stuff available, of course they would), and this is reflected in this conversion. Creative Materials *have* added a lot of new stuff but, with platform games such as *Snow Bros* and *Rodland* on the way, it may not be strong enough.

A few of *Summer Camp*'s cute but deadly co-stars...











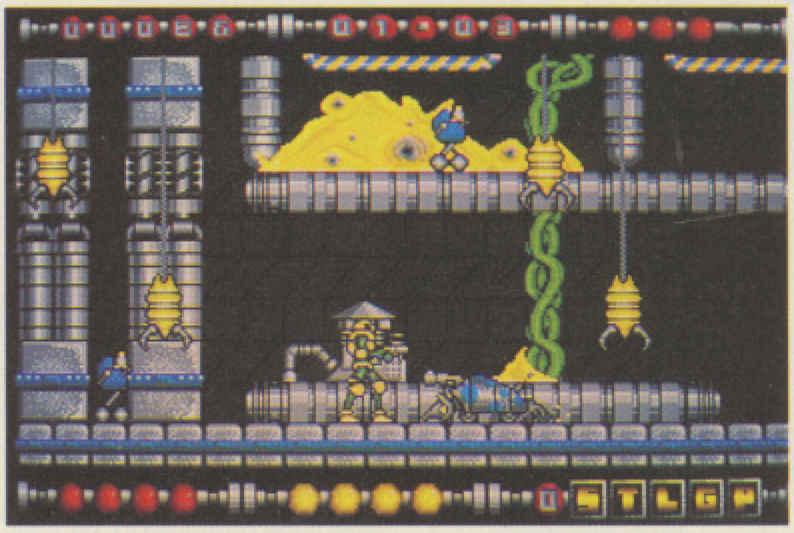
The summer camp has had its Stars and Stripes flag pinched, and is suffering from being overrun by evil creatures. Guiding the mouse from screen to screen, have you got what it takes to save the camp from certain doom? Find out when it's reviewed next month(ish).

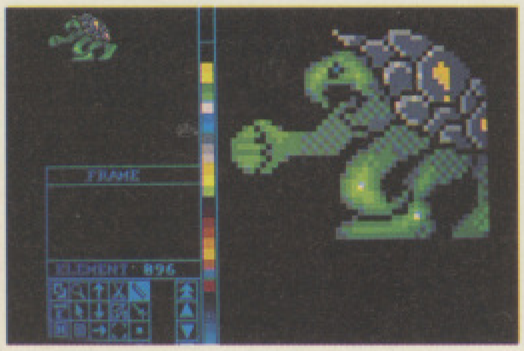
COMPLEX

COP a load of this! As Palace take us back to the future.

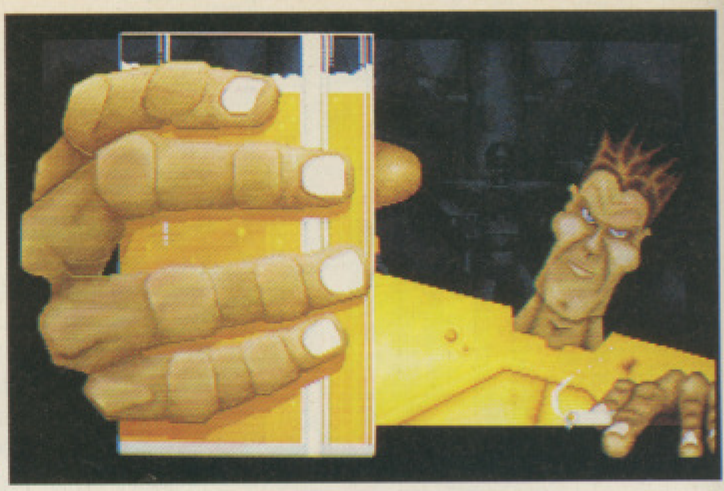
GAMEPLAY: According to Palace, the Earth of 2061 is a seedy place overrun by criminal gangs and certainly no place for the soft. To bring a certain amount of law and order into this desolate place, would-be cops have to undergo massive training regimes and can only begin pounding the beat when they are in full control of their robotic suits. *Complex* casts the player as a contender for the force, and the player must guide their agile on-screen persona through the massive building that forms the complex of the title. As you grow more proficient at the game, more and more puzzles and aliens are thrown at you to test you to the limit. Taking the form of ladybirds, window-cleaners, and shopping trolleys, these cunningly-disguised devices should be avoided at all costs or at the cost of some of your energy.

Protection against the odd plethora of sprites comes in the form of your gun which can be used to pick off the attacking characters. In addition, the rookie has access to over 120 frames of ani-





COMPLEX



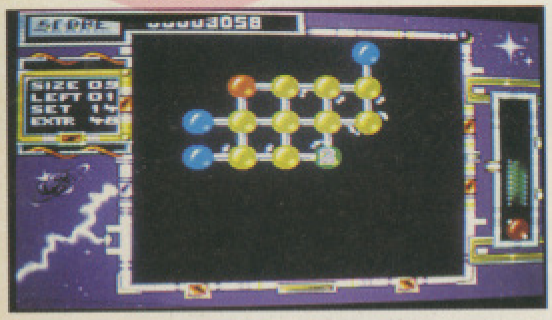
mation, making him one of the most agile sprites ever according to Palace. Your ultimate aim is to the reach the end of the Complex and thus enrole into the force – but heaven knows what you'll face then.

PLUS POINTS: Graphically, *Complex* looks quite similar to U.S. Gold's forthcoming *Saragossa*. Palace are evidently very happy with the animation of the main sprite and with 120 smoothly-done frames, they can be justifiably proud. As with Palace's *Hostile Breed*, once again the graphics are of a very high standard, and coupled with the weird sprites and enemy characters that are roaming around, create a decidedly odd atmosphere.

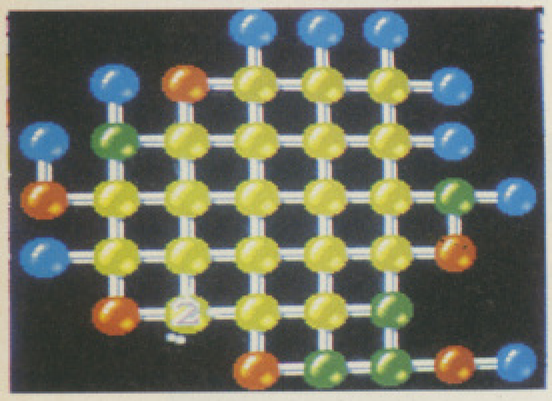
BEHIND THE SCENES: The programming of *Complex* is in the hands of Palace newcomer, Sean Pearce, who previously wrote conversions of *Hardball*, *World Games* and *Platoon*, for the likes of Accolade, U.S. Gold and Ocean. The basic design is the brainchild of *Hostile Breed*'s Jo Walker, who is also drawing the graphics and has really gone to town on the weird variety of sprites that patrol the complex's many platforms. Work began four months ago, and the game is scheduled for an April release.

Jo Walker's graphics for *Complex* are in the same unique style as those of *Demoniak* (see last month's In Development), and are bright and colourful. The interlude screens are particularly impressive.

FIRST IMPRESSIONS: From what we have seen, *Complex* looks as if it is going to be extremely different. In terms of gameplay it isn't particularly innovative, but the colourful and oddball sprites add to the game's futuristic feel, and the shoot 'em up action is fast and furious. There may be a problem with repetition, as the complex is very big and the task doesn't vary much, but it does look like *Complex* could be a fun and undemanding little romp.



ATOMINO



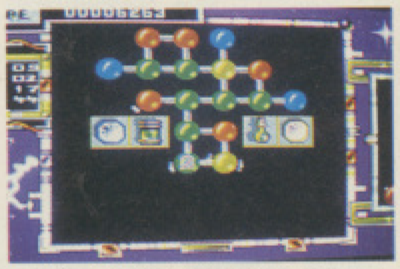
PSYGNOSIS prepare to rack our brains with a molecular puzzler.

GAMEPLAY: The basic object of *Atomino* is to create chains of molecules by joining individual atoms together. Each atom has a value of between one and four, which determines how many additional atoms can be joined to it, and a molecule is only complete when no more atoms can be attached. Some levels require you to build the molecule within a confined space, or the player may be asked to follow a set pattern or build it up to a pre-determined size.

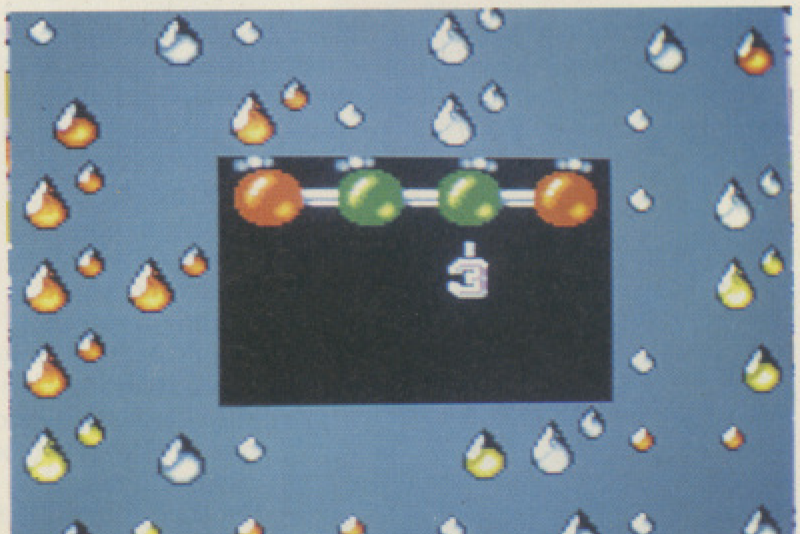
PLUS POINTS: Initally very playable, *Atomino* is fast, original, addictive and not too complicated. Providing people aren't becoming bored with the ongoing resurgence of the puzzle game, this should do very well.

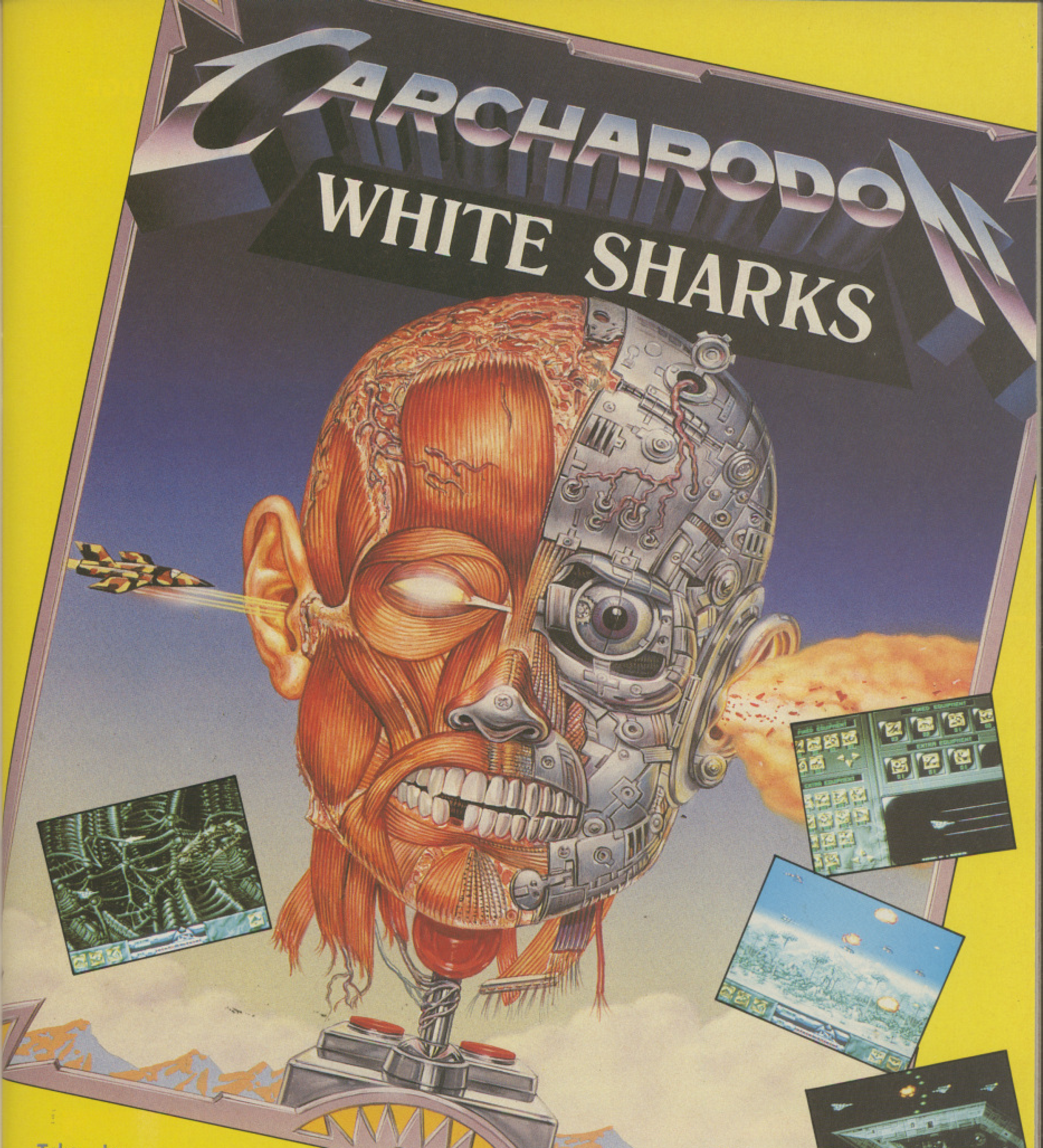
ANY QUESTIONS: The game has been programmed by Rainer Reber, with graphics by Thorsten Knopp and music by Hans Hermann Frank. The German-based developement team have been beavering away on it for four months now, and the game should be reviewed next month.

FIRST IMPRESSIONS: As it's entering the final stages of development it's easy to gauge how the finished game will look. The graphics and sound are very simple, and won't be changing much. It plays extremely well, though there is a danger of *Atomino* becoming lost under the tidal wave of puzzle games. The way the levels change to set new tasks should give the game plenty of lasting appeal. There has never been a puzzle game that's had excellent graphics, and this will not be the first.



Looking suspiciously like an old school biology model, *Atomino* combines devious puzzles with fast-paced thinking – guaranteed to have you pulling your hair out. The game is 90% complete, and will be reviewed next month.





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SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND Four channel sampled stereo rock or a Stock, Aitken and Waterman drum track? The higher the rating the higher you run the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. So it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating lets you into how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting dross.

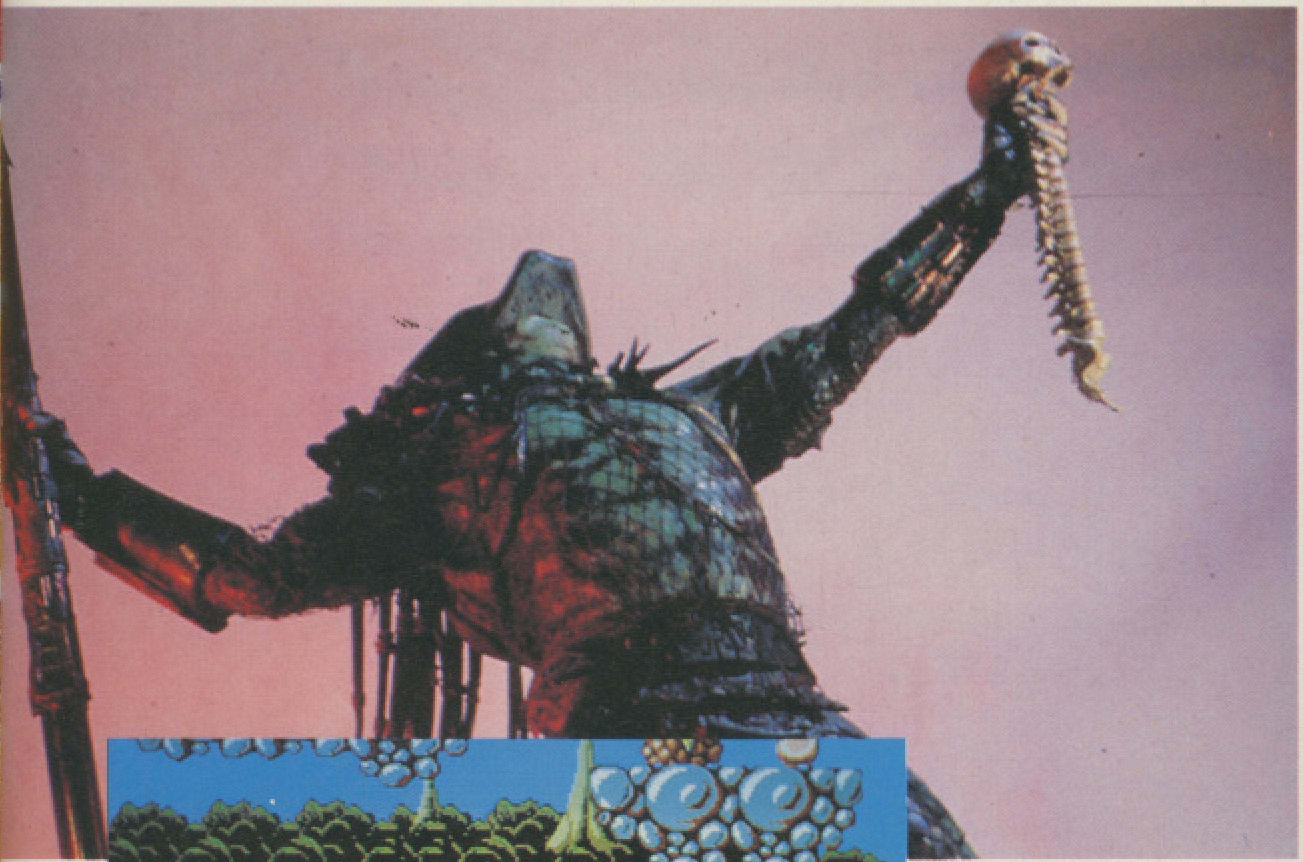
LASTABILITY Speaks for itself. The higher the rating the longer you'll be loading it up. Ties in closely with the playability rating.

OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

0- 29%	Man, this stinks.
30-39%	Phew, avoid.
40-49%	Below par.
50-59%	Worth checking out if you're a fan of the game style.
60-69%	Above average, but with a lot of room for improvement.
70-84%	Good but flawed.
85-92%	ScreenStar, recommended.
93%+	Super Star, our highest accolade. Must not be missed.

AMIGA SPEC
Watch out for this addition to our reviews. The Amiga is the finest home computer that money can buy, and if we really feel that a game is pushing the boundaries of the machine we'll tell you how and why. Each and every Amiga soec will be tailored to the review. Some of the ratings are objective – eg number of onscreen colours, levels etc; others, such as an assessment of the scrolling speed, are based upon the considered opinions of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC	
MEMORY REQUIRED	440K
SCROLL SPEED	6
COLLISION DETECTION	4
COLOURS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	8
HOURS TO COMPLETE	67
NUMBER OF PLAYERS	2/4
GRAPHICS STYLE	SOME
FRACTALS SYNTHESISED	
SOUND + COIN-OP SAMPLES	





SUPER STAR

Ninety-three percent and a game's worth a superstar. We hardly throw these around — but if a game displays totally superior qualities, it just might be in with a chance.

SCREENSTAR

The CU Screen Star is for games scoring 85%-92%. If a Screen Star is awarded then you can be sure that the product will have reached a high standard in gameplay, sound and graphics, and that it will have long lasting appeal.

POP PROFILE

JENNY ABROOK
Jenny has an acquired taste in music, I mean Bucks Fizz, Brother Beyond, Howlin Wolf and The Tweeties!! Somewhere a padded cell awaits.

MARK PATTERSON
Well, a rock man into Spinal Tap, Dave Lee Roth, Village People etc (ear bashing). Currently in a rock band, his debut was a stunning guitar solo on the *Mini Pops* LP covering Shakey's 'This Ole House'

DAN SLINGSBY
A must for Bay City Rollers, thinks he looks like Les McKewan... more like Les Dawson. Allegedly likes REM, New Order, Edwyn Collins – *really* likes Gumbay Dance remixes, Womack, etc I think i'm gonna pass out...

STEVE MERRETT
Hinge and Bracket, Jimmy Young, MC Hammer, Des 'Terminator' O'Connor, Hype Hype Sputnik, MC thingy. A lively cross hatch there... eh, Steve?!

THE ADS TEAM
Well, Tom likes the sound of his own voice, *and* the occasional warble by Paula Abdul. Remzi digs Queen, The Clash, Father Abrahams - (of Smurf Song fame) and Tina never stops listening to Donovan - *dreamy young thang!*

ANDY BESWICK
Currently grooving to Jello Biafra, REM, his Elvis *Christmas LP* and Jellyfish!! Who?... also bits of Susanna Hoffs, and we all know which bits!!

PREDATO

The basic design of the Predator alien makes it one of the most efficient killing machines ever devised. It's ability to track the heat patterns of its prey and its light-bending properties which render it almost invisible, along with a weapon inventory containing knives and tracking lasers, make the creature one of the most formidable aliens ever to take on the human race. However, unlike Ridley Scott's insectoid Aliens, the Predator hunts for sport rather than conquest and this adds a novel twist to the well-worn 'Alien On Earth' theme, and this summer will see another of this noble race set to make Earth its hunting ground - and Mirrorsoft and Arc Developments have teamed up to recreate the blockbuster's action in this four-stage shoot' em up.

Considering the restraints placed upon it by the limited gameplay, the game actually follows the film's plot quite closely. Set in a grimy Los Angeles of the near future, *Predator II*'s plot centres



around good guy cop, Harrigan (played by Lethal Weapon's Danny Glover) who is caught up in the middle of two drug-dealing factions. War is escalating between the two gangs, and Harrigan is stuck in the middle as he does his best to bust the leaders of the two groups - a situation antagonised by the arrival of the eponymous hunting creature. As the situation worsens, and the creature builds up suspicion between the two gangs by wiping out key members, and Harrigan follows up a hunch and sends his partner to where he believes the Predator is hidden. When his partner is relieved of his spine and skull, Harrigan sets about tracking down the deadly creature, but is hindered in his attempts by the timely arrival of the FBI. What follows is a gory escalation of violence, with the Predator running amok in the subway before a final showdown in a meat warehouse.

Each of *Predator II*'s four stages is an *Operation Wolf/ Dead Angle*-style shoot' em



(Left) On reaching the end of the first stage, Harigan is attacked by the vicous gang responsible for the deaths of the two cops. A similar battle takes place during level two.

(Below) In the subway, the Predator makes its first appearance - appropriately ripping out the spines of people who stray too close.





(Right) For the most part, the dealers and the Predator appear in the distance, but occasionally one will come right up to you - and must be killed instantly.

R II



up with a wireframe image of Harrigan floating in front of the action and the horizontally-scrolling play area playing host to all manner of dealers and citizens. Using the mouse to guide Harrigan's sights, the player must mow down as many of the gun-toting drug dealers as possible whilst keeping an eye out for fleeting glimpses of the elusive Predator and avoiding hitting innocent passers-by. Even if the latter is performed accidentally, an image of Harrigan's badge is gradually reduced and should the badge completely disappear, then Harrigan will be thrown off the force and the game will be prematurely ended. In addition, Harrigan can only withstand a number of hits from the enemy, and should his energy bar be fully depleted, then once again it is time to try again.

The main problem with *Predator II* is that it sticks to too rigid a gameplay formula. Whereas in the past the more successful film licences have been made up of a number of related sub-games, the *Op Wolf* style of each of the four levels is too limiting and ultimately dull. Admittedly, the graphics and presentation have been brought up to the highest standards, with a wide assortment of dealers and modes of transport (although it has to be said that I was expecting more from the actual Predator sprite), but it just can't disguise the repetitive nature of the action. Perhaps if *Operation Thunderbolt*-style 3D scrolling had been used, or if there had been a *Corporation*esque 'find the creature' section added, then the game would have been slightly more interesting. But, as it is, it doesn't capture the fast-paced action of the film and doesn't reflect any of the creature's menace and power, rounding off a major let-down.

Steve Merrett

The game is abound with nice touches. For instance, during the second stage, a waiter wheels a trolley past Harrigan and if the trolley is shot, then the arm of its hidden assassin drags along the ground.





MIRRORSOFT £24.99

"Considering its potential, this is disappointing"

GRAPHICS	76%
SOUND	75%
LASTABILITY	59%
PLAYABILITY	72%
OVERALL	**70%**

IMPROVE YOUR LOOKS WITH MIRRORSOFT AND CU!

To tie-in with the release of their eagerly-awaited *Predator II* licence, Mirrorsoft are giving two lucky winners the chance to look like the film's central character. Comprising of a superb over-the-head mask and two gauntlets - complete with deadly rubber knives - the Predator outfit is an extremely close recreation of the film's creature, and we're offering two lucky winners the chance to win one free! All you have to do is answer the following question, and ensure that your entry reaches us by April 26th.

Name the development team behind the Predator II game?



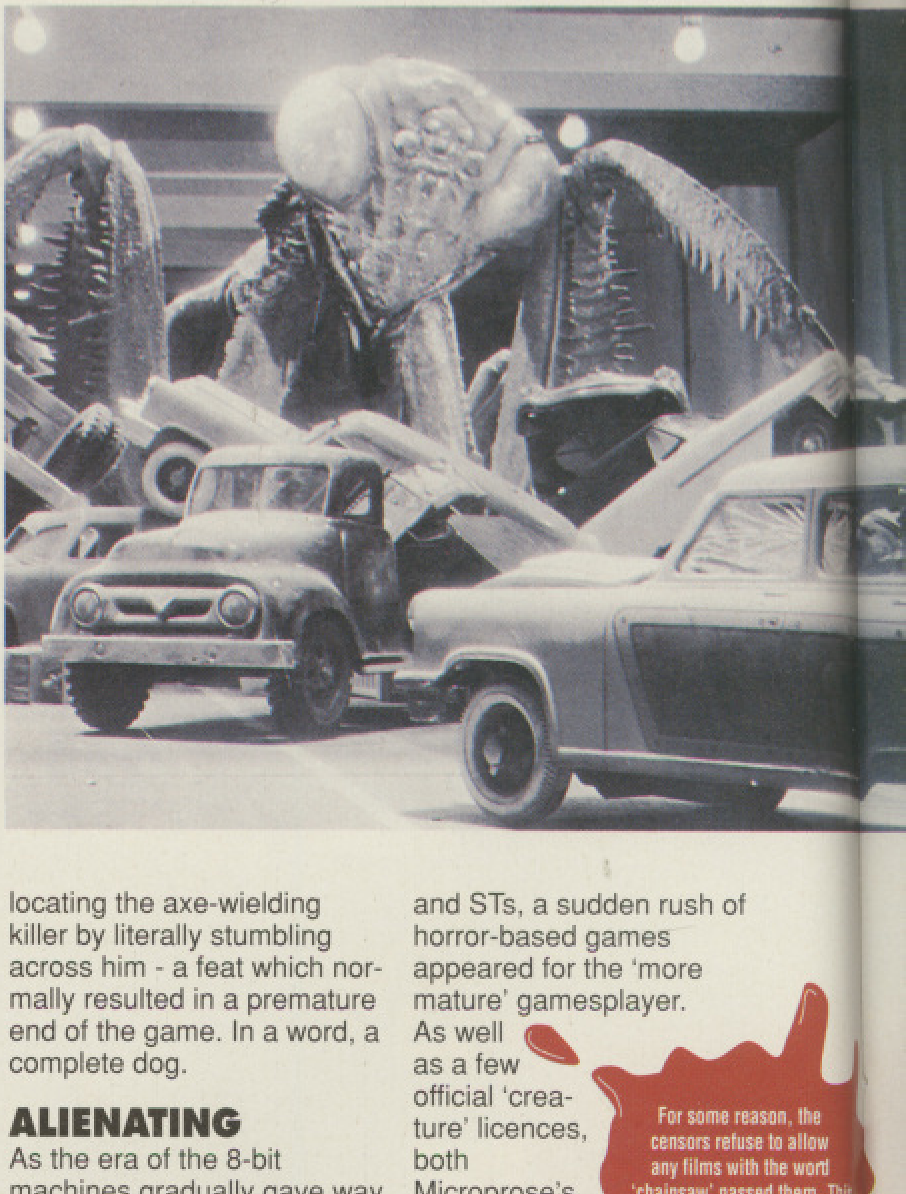
Write your answer on a sealed envelope or a postcard, and send it into:

CU Predator II Compo, EMAP Images, Priory Court, 30-32 Farringdon Lane, London. EC1R 3UA.

Compo Rules: No relatives of anyone at EMAP Images or Mirrorsoft can enter, and neither can their families. Any entries received after the 26th of April will be evaporated by our Predator chum.

SCREAM SCENE

With the release of Predator II, the horror game genre is experiencing a new revival. CU's fan of the grand guignol, Steve 'More Gore' Merrett, traces the genre's history and looks to the grisly future...



Let's face it, in the past horror films have had a pretty rough time of it. If they aren't being pulled to pieces by over-zealous censors, they are being converted into lack lustre computer games that fail to keep the discerning games player occupied for more than an hour. The first horror film licence to appear was Argus Press's interesting *Alien*, which appeared on the Spectrum, 64, and, eventually, Amstrad CPCs in 1984/5. By combining the suspenseful nature of the film with a strategy game, Argus somehow managed to capture the claustrophobic feel of Ridley Scott's acclaimed bug hunt, yet it never really took off due to the rare appearances of the titular creature. The result was a playable affair which was a neat little adventure-cum-strategy romp in its own right, but a disappointing licence all the same. Whilst the horror theme reappeared in assorted games from 1985 onwards, it wasn't until Domark braved the still fairly uncharted waters of a 'proper' horror licence (and I'm deliberately avoiding Palace's *Evil Dead* game!), with their game based on the antics of Jason Voorhees in the "*Friday The 13th*" series of slasher flicks. Unfortunately, the resulting game was a disappointing mishmash which involved locating the axe-wielding killer by literally stumbling across him - a feat which normally resulted in a premature end of the game. In a word, a complete dog.

ALIENATING

As the era of the 8-bit machines gradually gave way to the 'new breed' of Amigas and STs, a sudden rush of horror-based games appeared for the 'more mature' gamesplayer. As well as a few official 'creature' licences, both Microprose's and The

The *Evil Dead II* holds the record for the most blood used in a horror film. Director, Sam Raimi, deliberately incorporated a scene where a wall explodes releasing thousands of gallons of the red stuff!

For some reason, the censors refuse to allow any films with the word 'chainsaw' passed them. This means that we'll never get to see *Texas Chainsaw Massac…* *II* or *III*, and that *Hollywoo… Chainsaw Hookers* had to lose its chainsaw!



It Came and its sequel Ant-Heads, capture the naff atmosphere of the B-movie perfectly, and build up its characters - a feat an arcade game can never do.



Due to a strange quirk in reasoning, the BBFC passed George Romero's extremely gory *Day Of The Dead* with only 47 seconds cut, yet still refuse to pass the original *Texas Chainsaw Massacre* which contains implied violence rather than gore.

So far, only one arcade game has successfully conveyed the atmosphere of a splatter game - the coin-op, Splatterhouse, yet Nightbreed failed miserably.







Edge's conversions of *Xenephobe* and *Alien Syndrome* featured storylines lifted straight from the popular Alien and Aliens films - and, it was only last year that the first coin-op actually based on a horror film was actually released, in a rather neat shoot'em-up built around the Aliens scenario, and it was far better than the official *Aliens* licences from Electric Dream/Activision. From here, things went into a steady decline, with the only notable exceptions being CRL's graphically bloody adventures based on the myths of Werewolfs, Frankenstein and even Jack The Ripper - none of which were real licences. Then, all of a sudden, a spate of film tie-ins appeared at once, namely Microdeal's *Fright Night* arcade game (although the proposed adventure game never appeared), Screen 7's *Jaws*, and UBI Soft's *Zombi*. Of these, the first two were absolutely diabolical, with very little in common with their big-screen counterparts. However, the saving grace in a spate of bog-awful licences (with Grandslam also managing to bodge up a licence of Arnie's all-action *Running Man* smash - not strictly horror fare, but well regarded by fans of the genre), was the brilliant *Zombi* which took George Romero's storyline for 'Dawn Of The Dead' and incorporated it into a stunning icon-driven arcade/adventure - and about time, too!

In many cases, the films of Italian goremasters, Dario Argento and Lucio Fulci, are cut by nearly a third! A prime example of this is the recent release of Argento's *Opera*, which had no less than half-an-hour cut.

THE GORY DETAILS

However, undeterred by these dull titles, the industry suddenly went into overdrive with big companies such as U.S. Gold and Ocean securing the licences to such horror giants as 'A Nightmare On Elm street' and 'Nightbreed', whilst troubled Activision announced that they would be releasing a game based on James Cameron's (then) forthcoming The Abyss. In addition, Tynesoft's sub-label, Horrorsoft, were beavering away on a game based around America's top horror sex symbol, Elvira. Again, though, the development teams behind the projects struggled, and only Ocean's two *Nightbreed* games and Elvira eventually made it to the Amiga - with the others falling by the wayside. This was a real pity in the case of 'Elm Street' as there is a lot of potential for a game based on the antics of Freddy K, but alas it seems he is never destined to appear on our screens other than in video form. Even so, the games based on Nightbreed, whilst not breaking down any barriers, were fairly good, even though they didn't make the most out of the film's shape-shifting creatures. Similarly, after much ado, Horrorsoft's *Elvira* finally appeared, courtesy of Accolade, and was a deserved success.









SCREAM SCENE

THE GRISLY FUTURE...

As far as the future of horror games goes, it is looking rather rosy. With companies, such as Ocean and U.S. Gold, acquiring the rights to nigh-on every big bucks film that opens, as long as horror films retain their current popularity then we should see a steady stream of binary horror for a few more years. In addition, when the much-touted CDTV system finally appears, then truly interactive horror games will become available with filmed material negating the current range of unrecognisable sprites. In the nearer, more accessible, future, though, we can expect tie-ins of *Darkman*, *Arachnaphobia*, and those flesh-eating undead of countless zombie films are returning in the long-awaited conversion of *Beast Busters*.

The most-gruesome-film-ever award goes to a film called *Nekromantik*. It recounts the tales of a pair of accident lovers, one of whom is devastated when his wife runs of with her new lover – a recently stolen corpse!

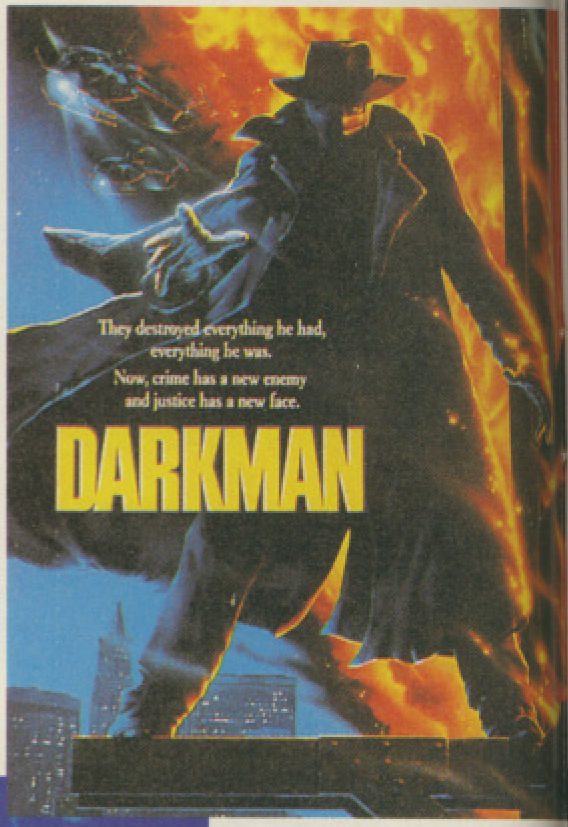
RED-DY SOON

So far, practically nothing has been started on *Darkman*, and Ocean are currently beavering away on the game's style and tossing a few ideas around. With *Arachnaphobia*, though, the game (which will be distributed here through entertainments International) is nearing completion and looks like a cross between *Ghostbusters*, *Exterminator*, and *Gremlins II*. Controlling a number of key characters, the player must rally around avoiding the deadly arachnids and gradually wiping them out via a series of sub-games. All this leads up to a fnial confrontation with Big Bob, the spiders' 'leader', and only when Bob is killed is the menace over. So far, despite a few ropey sprites, *Arachnaphobia* is starting to shape up quite nicely. The sub-games are varied and seem to tie in with the scenario and key action sequences quite nicely - though whether they managed to squeeze in the shower scene remains to be seen! Hopefully, it'll be reviewed next issue. As readers of our In Dev will remember, *Beast Busters* is an *Op Thunderbolt-style* romp with plenty to kill.Again, stay tuned for a full review within the next two or three issues.

Umberto *"Cannibal Holocaust"* Laerzu, was dragged up in court because of one of his films. It was due to a peeled dog which the court refused to believe was fake. In the end, the effects team had to recreate it in front of the jury before he could go free.

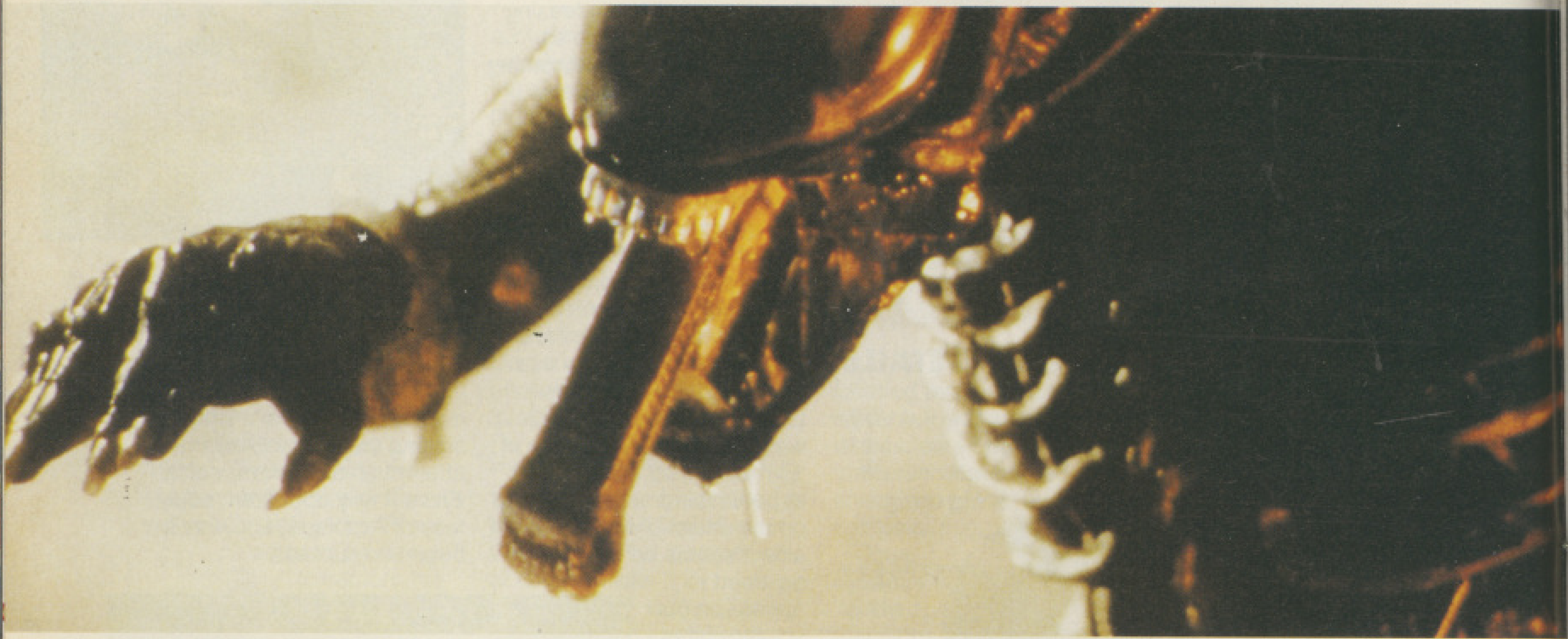
LICENCED TO KILL

Among the hot new films of 1991, definite licence contenders are Alien III, The Evil Dead III, and Terminator II. Ocean have already confirmed that they will be producing a game based on Terminator II (subtitled Judgment Day), but the other two are still up for grabs and have definite possibilities for good arcade games. And if these are pulled off then 1991 could be a superb year for fans of the old red stuff.





Both Darkman and Arachnaphobia hold a lot of promise as arcade games, as both are fairly action-packed and feature scenes that could easily make it over to the Amiga.



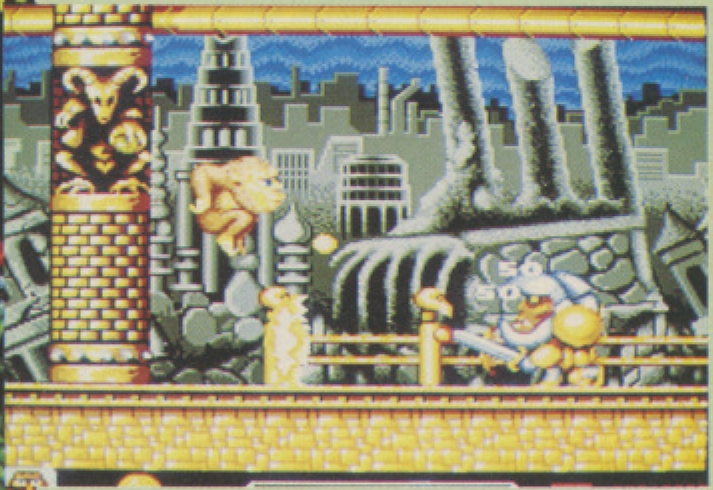


As with Elvira, Arachnaphobia makes the most of the 'gore content', and every time a life is lost to the scuttling little spiders, then your death is recreated in blood-red pixels


Revelation
AMIGA
ATARI ST
19.99
IBM PC &
COMPATABLES
24.99
KRISALIS
SOFTWARE LTD.



As Toki progresses towards his beloved, the wizard's helpers get larger and harder to kill.



TKI

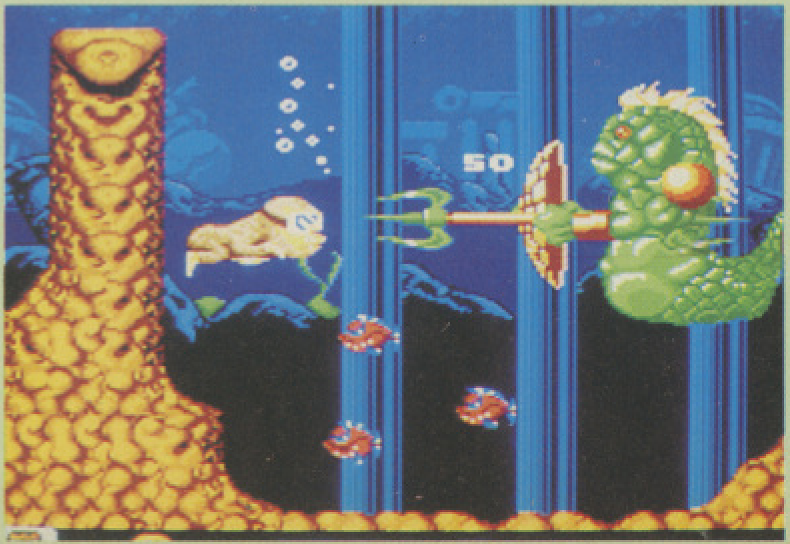
As scenarios go, *Toki*'s must rank as one of the weirdest ever. Whilst out with his beloved, the beautiful Miho, Toki could only sit and watch as a giant disembodied hand appeared from nowhere and whisked her away. As Toki stared in horror, the evil wizard Vookimedlo appeared, boasted of his love for Miho and swore that if he couldn't have her, then nobody would. Immediately after the kidnapping, he cast a powerful spell on our musclebound hero, transforming him from his statuesque self into a lowly ape. With the evil wizard's laughter ringing in his ears, Toki dragged his arms along the ground and prepared himself for a trek across the six lands standing between him and his beloved.

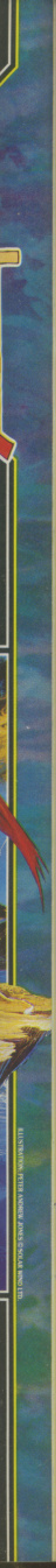
In terms of gameplay, Toki runs along pretty familiar lines. Using a variety of ropes and ledges, Toki must run, jump and climb across the eight-way-scrolling play area until he comes face to face with Vookimedlo for a final confrontation. However, as well as having to contend with the assorted obstacle-based hazards, our hairy hero must also avoid contact with the evil wizard's countless minions who patrol each of the six areas. Fortunately, despite being reduced to a humble primate, Toki has gained an unusual ability to protect himself by spitting vile goo at the attacking creatures, and his phlegm-throwing skills can also be upgraded to the likes of fiery breath or three-way-dribble when specific icons are collected. Similarly, along the way Toki can protect himself from harm with the addition of a crash helmet which provides limited invulnerability from enemy fire.

Each of the levels reflects a different graphical theme, and Toki's adventures take him through an eerie cave system, under a monster-infested lake, and on to a fiery cavern followed by a massive ice palace and a sprawling jungle. The final battle takes place in the mas- ➢



As well as the ability to run, jump, and crawl, whenever Toki jumps into water he dons a pair of goggles and starts to do the crawl! As well as the array of sharks and mutant spiked turtles, Toki eventually comes face to face with a huge fish-like guardian who's armed with a trident.





TOKI

➢ sive Golden Palace where Toki's beloved is being held. In each stage, the graphics are nothing short of superb, and are almost perfect recreations of those of the original coin-op. The game's developers, Ocean France (who wrote *Pang* for Ocean), have crammed nearly every feature of the arcade parent into the relatively humble Amiga, and, with the exception of the odd load, I defy you to find any major differences – even small touches, such as Toki donning goggles when he goes underwater, have been retained. As well as the superb backdrops and smooth parallax scrolling, *Toki* also plays host to some of the wildest sprites ever to appear in an Amiga game. Whereas most of the sprites are left to patrol certain areas, Toki also comes up against mortar-firing apes and small demons who suddenly appear and lob spears at him – contact with which results in the loss of one of his five lives. In addition, each level's nasties tie in nicely with the general theme of each stage, with pod-spitting plants materialising in the jungle, whilst sharks and mutant turtles harangue our friendly primate during the underwater scenes.

Once Toki has made it through to the end of the stage, he must destroy one of Vookimedlo's larger aides. Keeping in with the game's general 'weird' theme, *Toki*'s end-of-level guardians have been given names like Rambacha, Mogulvor, and Zarzamoth, and take the form of massive heads and spear-wielding fish. As has become a rule with end-of-level guardians, each must be killed with a repeated succession of shots, and when they finally keel over, there is a brief pause as the next stage is loaded. As coin-op conversions go, *Toki* must rate as one of the best yet. Even so, it also falls into the unfortunate category of 'if you don't like the coin-op, you won't like this'. Another slight fault is the game's difficulty level which has been set slightly too high, and makes progress slow and frustrating. That said, there is a lot to do in *Toki*, and whilst the basic gameplay doesn't vary a great deal it's extremely entertaining stuff and well worth a shufti.

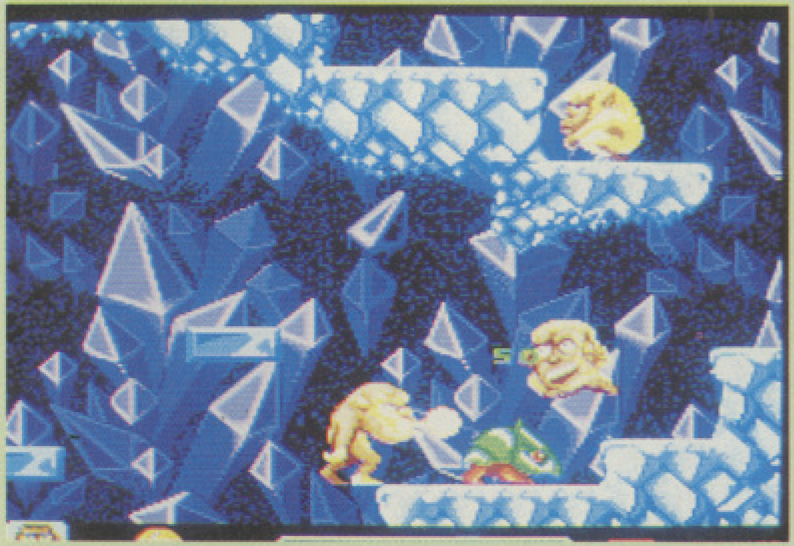
Steve Merrett



Toki's guardians are among the most imaginative ever devised, including this odd machine which sports deadly boxing gloves and flame-throwers.



Toki can be made to fire in practically any direction by keeping the fire-button depressed and moving the joystick in the direction required.

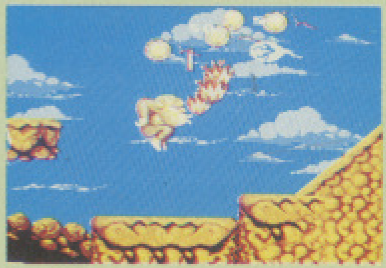


A series of coloured icons endow Toki with extra abilities when collected. By far the most impressive is the fiery breath, but limited protection can be collected in the shape of a crash helmet.



A JOURNEY THROUGH THE IMAGINATION...

Starting from the massive underground cave system, Toki almost immediately comes face to face with a wide range of nasties, including similarly-effected primates and little lizard-like creatures who are stowed away in holes and only attack when Toki is directly in front of them. Following the caves is the large expanse of Lake Neptune which is inhabited by sharks and spiky turtles. Looking a little similar to the first stage, the following Caverns Of Fire feature moving platforms and massive lava pits, whilst the Ice Palace has crumbling platforms to contend with. Finally, the battle nears completion in the confines of the jungle, and the final confrontation takes place in The Golden Palace (no, its not a Chinese take-away), where deadly portcullis and magic-casting knights must be avoided.



OCEAN £24.95

“Playable monkey business and a spot-on conversion”

GRAPHICS	88%
SOUND	78%
LASTABILITY	74%
PLAYABILITY	83%
OVERALL	**83%**

THE SECRET *of* MONKEY ISLAND





Melee Island's a swinging place – check out the pirate on the chandelier! The relief map can be used for quick movement around the islands.

Guybrush Threepwood has an ambition in life – to become a pirate. So he's travelled to Melee Isand in the Caribbean to seek his fortune and a way into the closed and elitist society of the swashbucklers. Getting some experience with the fairer sex is also on his mind, needless to say. He soon finds out that to join the gang he has to complete three tasks – learn swordplay, thievery, and treasure hunting. While attempting these tasks, Guy soon discovers that all is not how it seems on Melee Island and the mysterious *Monkey Island*....

Following in the tradition of other Lucasfilm adventures, *Monkey Island* has a graphic-based style with animated characters, including Threepwood himself. He not only wanders around, but also interacts with his environment – he'll walk up to and read posters, and he has a wide range of facial expressions.



At the start of the game, Guybrush has only his wits and ambition to guide him. Soon he learns of the ghost pirate ship, the mysterious island, and the natives' habit of killing first and asking questions later!



Below the graphic display is a list of commands, which activate when clicked. For example, if you want Guy to grab a sword from a table on the far side of the room, click on "Pick up", then on the sword, and our hero will walk straight to the item and take it if possible. The most humorous option is "Talk to"; choosing this brings up a menu of hilarious options, and nearly always includes some colourful insult (for example, "You're a bunch of foul-smelling, grog-swilling pigs!").

As Threepwood travels through the islands, he collects the items that are needed to solve the fiendish puzzles. The inventory at the bottom right of the screen shows what he's carrying, and can be scrolled through to find the required object. Solving the challenges is not

just a question of logic – imagination is vital! For instance, when Guy goes to the circus and meets the Fetuccini brothers, they need someone to test their human cannonball. Unfortunately, they won't let Guy near the cannon until he's wearing a safety helmet, and of course there isn't one on the island. Ingenuity supplies the answer – use a metal pot instead!

As the game progresses, it becomes apparent that the ghost of Captain LeChuck, an infamous pirate of yesteryear, is terrorising the shipping lanes of the area. He's also connected to Elaine Marley, the raven-haired beauty who happens to be Governor of Melee Island. As fate would have it, our hero falls in love with her at first sight: which is a little unfortunate, as her mansion contains the idol he has to steal to complete one of his quests! Other characters include a troll, a prisoner with bad breath, and even an ex-pirate called Hook who's scared of parrots and has a talking tattoo (honestly).



As with many Lucasfilm games, *Monkey Island* doesn't punish the player with instant death for making silly mistakes. Usually there's always a second chance, and danger zones are clear. Still, it's imperative to save frequently, as there's always a point when you realise that you've forgotten something vital earlier on. Therefore make sure you save on a regular basis so backtracking's an option.

Visually this game is impressive, even though the general style is nothing new from this company. It's the little touches that stand out; facial expressions, animals acting in a realistic (or silly) fashion, and a host of other details are a delight to watch. The music is also of a very high calibre, with calypso and reggae ditties playing in the background.

Yet it's the quality of the play that makes this a winner. The challenges are always quirky, original and amusing, but not pitched so high that novices will become discouraged early on. I especially liked Stan, the flashy and anachronistic ship salesman, who loves to haggle over the price of one of his decrepid vessels (or "previously owned craft", as he likes to call them). Getting a ship from him means watching carefully what happens on the screen elsewhere.

When the action moves to Monkey Island itself things really start to hot up, and the story – as well as the graphics – moves up a gear. The main problem with this part of the story is that there's too much backtracking required. Guybrush has to march all over the island a number of times to get results, and this can be a bit of a drag, especially when he's travelling by boat.

If adventures are your thing – or you fancy trying something with humour, challenge and style – I recommend this as a great game to while away the evenings. The size of the adventure alone provides value for money, and the unavoidable disk-swapping has been kept as minimal as possible. Just don't forget the grog!

Matt Regan

LUCASFILM/US GOLD £24.99

"Top-notch adventure set on the high-seas, mateys"

GRAPHICS	88%
SOUND	82%
LASTABILITY	79%
PLAYABILITY	85%
OVERALL	**86%**



The ghost ship is one of the main objectives of our hero's quest. Once onboard, he's got to contend with creaking doors, ghostly chickens, and shipmates jealously guarding their grog!

SCREENSTAR



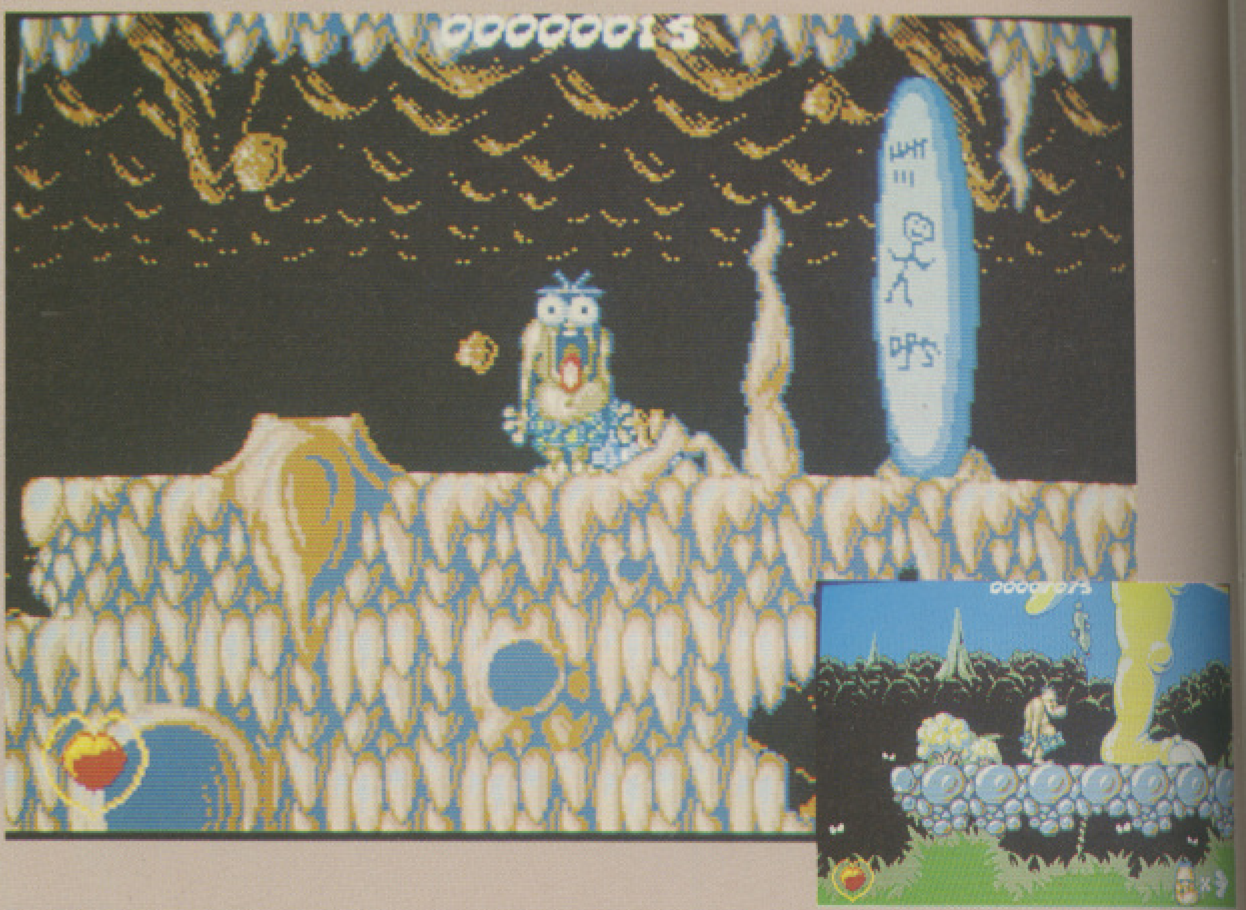
The troll guarding the bridge doesn't respond to politeness, unlike so many of the inhabitants of the area. You're best bet is to use the fishiest means possible to get past him, or he'll see red!



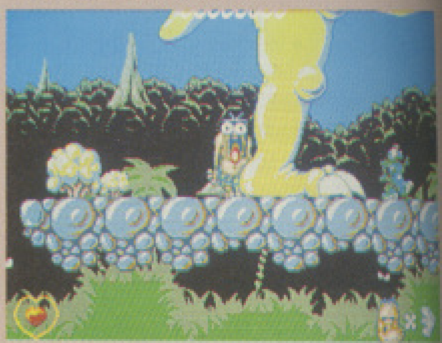
Guy's explorations take him to the fortune teller, a woman with a weird taste in home furnishings. As for the man on the corner, he has a parrot worth studying. Want to buy a knicknack?



CHUCK ROCK



The Gumby-esque Chuck comes resplendent in olive-coloured loincloth and the biggest beer belly this side of CU's editor.





Ungabunga! Core Design's latest platform romp takes the player all the way back to the Stone Age when men were real men, women were real women and big green Brontosauruses with awful incontinence problems were an unfortunate hazard of everyday life.

Drawing inspiration from cartoons such as Captain Caveman and the classic Flintstones, *Chuck Rock* is a five level platform game split into twenty-five zones set in a jungle, caves, under the sea, in an ice world and a dinosaurs' graveyard.

The game proper starts with our Neanderthal hero trekking across a platform-packed jungle landscape full of prehistoric monsters, dinosaurs and other Cretacion creatures all of whom are out for his blood. To combat these, Chuck can either leap into the air and kick them, pick up a rock and throw it or hit 'em where it hurts with a powerful earth-shattering 'belly-butt'.

This first level, made up of four zones, is set in a prehistoric jungle. To reach the end-of-level dinosaur, Chuck has to combat lemming-like creatures that unexpectedly leap out from the undergrowth, animals that suddenly transform into giant hammers and Monkeys which pepper the air with coconuts.

The second level takes place in an underground cave. Chuck has to jump from rock to rock and hop onto moving platforms to get a lift powered by cat-like creatures running round treadmills. The second zone in level two begins with an earthquake, the screen literally shaking violently – an effect I've seen before on the Megadrive but never on the Amiga. Moving on into the level, Chuck finds himself in the middle of a volcano, complete with lava flows and little fire sparks which jump out and run around after you.

Level three takes place in a watery domain with only small islands sticking out from the sea. Chuck has to hop from one tiny island to the next. Although he can swim, he can only hold his breath for a short time. If he stays under water too long his face turns blue and his arms start to paddle faster and faster until he's thrashing about in the water in a near fit. Mad snapping crabs with massive claws and large blue swordfish make up some of the cartoon inhabitants. Bash the swordfish underwater and his snout crumbles up like

***Below*:This weird character slops around in the mud and occasionally rises up waving his arms wildly for no apparent reason. Each character that's flattened by Chuck's belly has its own particular death animation.**



SCREENSTAR

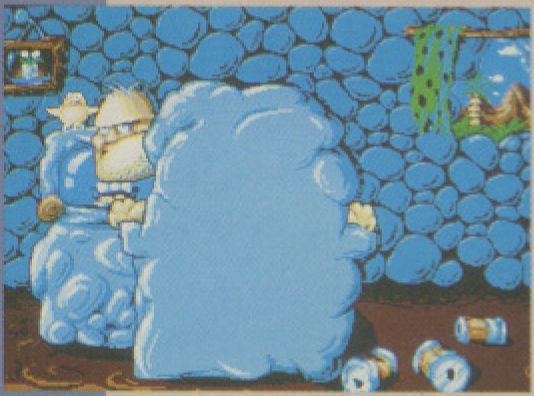


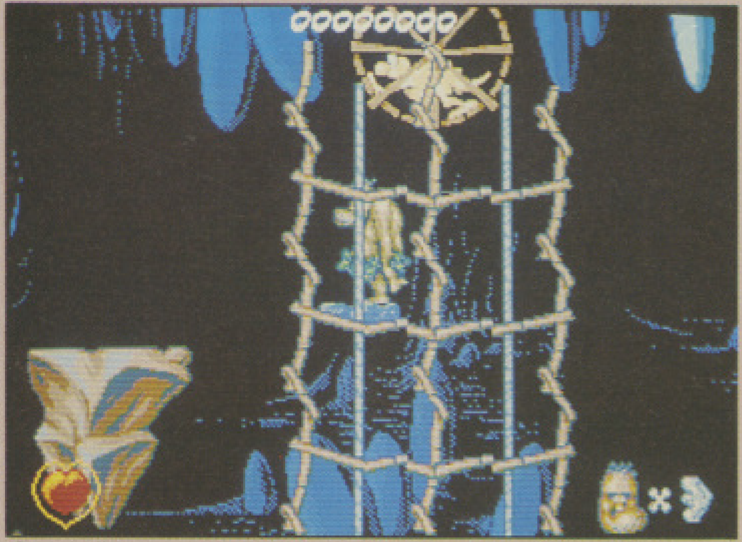
DAZZLING INTRODUCTION

With arms dragging along the floor and a chin to rival Jimmy Hill's, Chuck lives with his wife, the beautiful Ophelia, in a crumbling one-room stone cave. The opening animation sequence shows Chuck watching his low-tech TV while the news broadcaster announces the invention of the wheel and the discovery of fire. Chuck's wife, meanwhile, is busy hanging out the washing in the back garden, using small reptile-like creatures as pegs. Unknown to either, the dastardly Gary Gritter has fallen hopelessly in lust with Ophelia and seizes this opportunity to drag her off by the hair to his secret lair. A heart-broken Chuck, realising that something is amiss (he's a quick lad!), sprints outside only to stop halfway in his tracks as he realises he's not wearing his Y-fronts. Quickly rummaging up a pair from a nearby bush, he sets off to bring the dastardly Gritter to justice.

As well as the main intro, there's also a nifty two-minute heavy rock tune (naturally!) featuring Chuck on lead guitar, Ophelia on bass, Gritter on drums and an upright dinosaur strumming his stuff on rhythm guitar. Each character has been animated to move in time with the music and to play their instruments only when appropriate. It all adds up to quite an intro with superb graphics and some of the best animation you're likely to see on the Amiga. Thankfully, the massive opening sequence can be skipped, so you won't have to sit through it every time you want a game, good though it is.







Certain lifts are powered by cat-like creatures running 'round treadmills; as soon as Chuck steps off the platform, they drop down to their knees and fall fast asleep.



By perching on the tail of a crocodile-type character and chucking a rock onto its head, the resulting force propels Chuck into the air so he can reach the platform above him.



an accordion.

An ice covered world greets our hero in the next section. The colours used in this section have been given a bluish tint to reflect the cold, and Chuck's breath is shown as an icy cloud. Dangers here come from falling icicles, fast-moving creatures trapped in blocks of ice, and a cute little character who scoops up handfuls of snow and lops snowballs at Chuck.

The fifth and final level is set in a dinosaurs' graveyard with lots of dead dinos and glistening bones littering the area. Indeed, many of the platforms are made up from a patchwork quilt of different sorts of bones. Further on in the level, Chuck gets to explore the innards of a particularly large dinosaur. Here, worms pop out of the ground, butterflies appear in the stomach (!) and amoeba-like growths slime about ready to engulf any who cross their path. After a particularly gruelling boxing match with Tim the Tyrannosaurus, Chuck finally gets to confront the evil Gritter and rescue his wife.

Chuck Rock is a big game, with each level made up of between 90-100 screens. It's been put together with a lot of finesse and is very stylish and funny. The joystick controls are easy to manipulate and straightforward. The only criticism is the initial difficulty in timing Chuck's belly butts, but that comes with practice. There's no time limit to the game, so there's ample opportunity to explore each level – it's so easy to race through each section and miss a lot of the incidental humour. The in-game tune is jolly enough, but best are the atmospheric sound effects of beating African drums and the various noises emitted by each character. As usual, there are end-of-level beasties to bump off, which takes some doing, but with names like Steve the Sabre Tooth Tiger and Frank the Tricerotops it's hard to take them seriously...until it's too late!

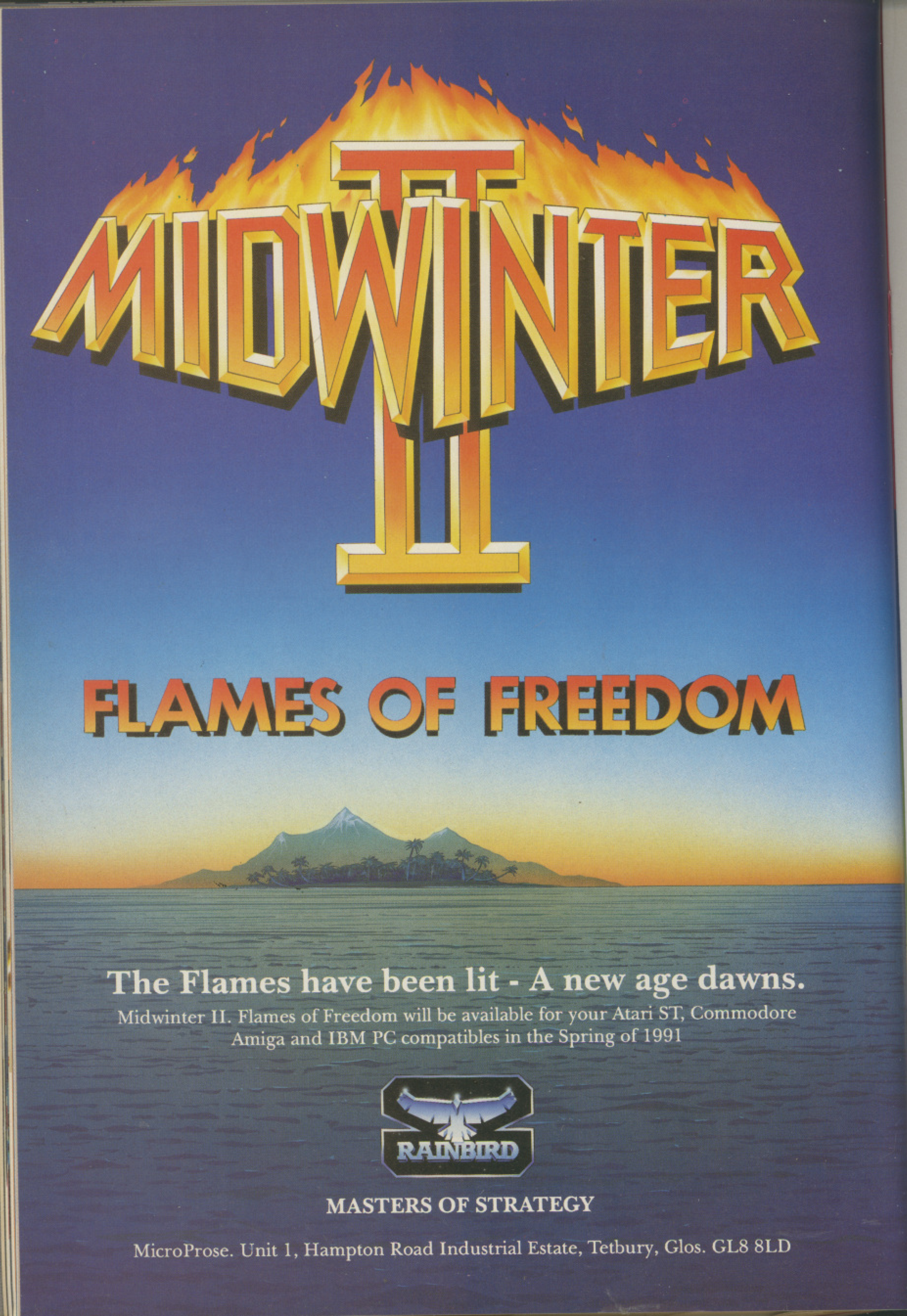
My only criticism is that the game is a bit too easy, and despite the very high standards of animation, there really isn't that much to do. The puzzles are a tad easy, and once the controls and timing have been mastered, it's a doddle to cream off the wee beasties. That apart, it's still one heck of a game with the best cartoon graphics I've ever seen. Great fun and Core's best game so far.

Dan Slingsby

CORE DESIGN £24.99

" A superbly animated Stone-age platform romp "

GRAPHICS	95%
SOUND	88%
LASTABILITY	80%
PLAYABILITY	94%
OVERALL	**90%**


MIDWINTER II
FLAMES OF FREEDOM
The Flames have been lit - A new age dawns.
Midwinter II. Flames of Freedom will be available for your Atari ST, Commodore Amiga and IBM PC compatibles in the Spring of 1991
RAINBIRD
MASTERS OF STRATEGY
MicroProse. Unit 1, Hampton Road Industrial Estate, Tetbury, Glos. GL8 8LD

With *Lemmings*, Psygnosis created a brilliant extension of the puzzle genre, by adding cute characters and zany humour in an almost arcade game form. Now it's Mirrorsoft's turn to enter the field with *Brat*, which also features cute graphics and puzzle-orientated gameplay. Nathan, the Brat of the title, is stuck in Bratland, a world filled with dangerous enemies and surrounded by a bottomless chasm. Unfortunately, Nathan has lost all control of his limbs and the only way he is ever likely to escape the four worlds that make up the dreamland is thanks to the intervention of an unseen force – you. The player is given the task of guiding Brat to the end of each stage by using a series of icons to change his direction and bridge seemingly impassable potholes.

The bulk of the action is depicted as a smooth-scrolling 3D play area to the left of the screen, and the all-important control icons are located to the right. Using the mouse, the icons can be picked up and positioned in front of our wandering cherub, altering his direction or maybe halting his progress temporarily. However, the perpetually scrolling screen acts as a time-limit, and whilst it can be temporarily halted using a 'stop' icon, should Nathan wander off the screen, one of his three lives are lost. In addition, lives are also lost if he comes into contact with the myriad of deadly creatures who line the route or if he's allowed to wander over the edge of a chasm. What's worse, losing a life also means that Nathan is repositioned at the very start of the stage, and that the entire route has to be retraced – this is totally unnecessary and extremely tedious, particularly if you are within inches of the next stage.

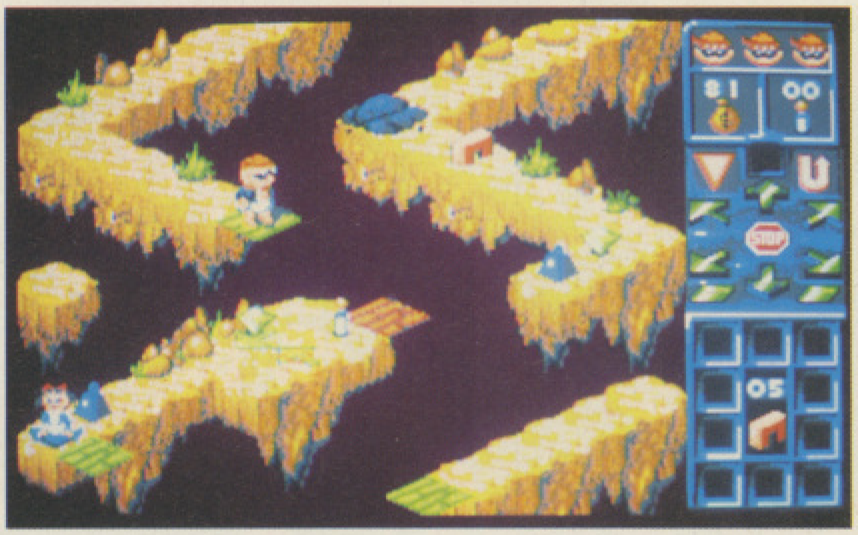
Comparisons of *Brat* and *Lemmings* are inevitable, and the Psygnosis game is by far the more addictive and enjoyable of the two. Whilst *Brat* has better graphics and some very nice sound effects, the actual gameplay is tedious and long-winded. Even though the four worlds have been broken up into sections, being sent right back to the start is extremely annoying and frustrating. Similarly, the puzzle element isn't as strong as that of *Lemmings*, and the result is an uneven puzzler/platform romp which is impressive to look at but fails in the gameplay stakes.

Steve Merrett



BRAT

The four worlds house creatures that tie in with their particular theme, with Toyland playing host to deadly Jack-In-The-Boxes, and the Moonbase to assorted space flotsam.



The accurate positioning of the arrows and icons is essential as is thinking ahead. If an arrow is positioned as Nathan wanders on to it, he'll ignore it and continue on his way.

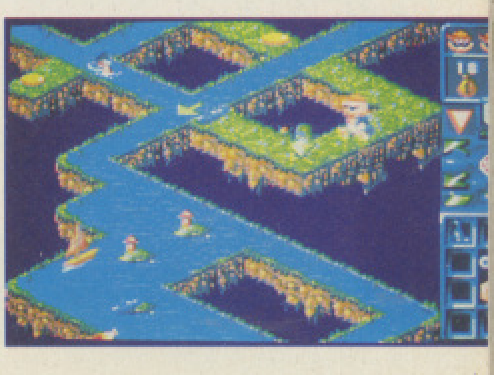
MIRRORSOFT £24.99

" A nice idea, let down by many annoying elements "

GRAPHICS	83%
SOUND	81%
LASTABILITY	72%
PLAYABILITY	69%
OVERALL	**73%**



Cash is extremely important to a kid like Nathan, and should the little lovey run out of dosh, all control over him is lost.

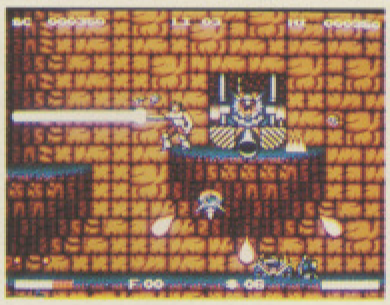




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Level Two and our hero gets down to some serious balsting with his laser gun.



Watch out for this heavily fortified tank which spews out deadly bomlets across a wide area.



SCREENSTAR

Extra lives are scattered throughout each level, the icon resembling the original, and much smaller, hero of the first game which is a nice tribute. There are also globules to collect which put money in your pocket for a trip to a shop halfway through every level and again at the end of each one. Various fast food icons, such as pizza and hamburgers, provide much needed energy top-ups.

SWITCHBLADE II

Leaving the racetrack behind them, Gremlin Graphics are set to release the long-awaited sequel to their platform slice 'em up, *Switchblade*. In a radical overhaul, the new game's been totally transformed from a cute arcade romp into a fast-action platform blast.

It's been two hundred years since Hiro defeated the evil Havoc and saved his people from eternal enslavement. Unfortunately, Havoc survived the encounter and has been licking his wounds and plotting revenge ever since. Now he's back, ready to kick ass and pummel all-comers into a thick meaty paste of blood and bones. All is not lost, however, as one of Hiro's descendants, a muscle-bound sword-wielding warrior, is desparate to prove himself in combat. Obviously lacking a bit of the ol' grey matter, off he trots to confront Havoc and save the day.

Switchblade 2's set over six enormous levels, each one made up of between 80 and130 screens. With over 600 screens in all, the game's more than four times as big as the original with a vast array of weapons to collect and enemy droids to slice apart. Even the main character is twice as big as the previous sprite and sports much more detail and additional frames of animation.

Level one is set in the same dark and dank underground city complex as the first game. It's a self-mapping section where the player has to destroy sections of wall before another room is revealed. There are various ladders, stairways, and lifts to help move about the level but, conversely, there are also various blasters, hover-droids and guard robots to impede your progress. Laser gun turrets are placed at strategic points throughout the section and fire armour piercing pulses of light which prove difficult to dodge. There are also electrified force-fields, spiked floors, land mines and a variety of other such impediments. Reach the end of all that lot, and you'll come up against a super-tough end-of-level guardian who also makes a reappearance later on during levels two and three.

The claustrophobic and dimly-lit underworld of level one gives way to yet more fast and frantic action in level two, a horizontally scrolling affair with an assault course of crates and platforms to overcome plus armour-plated armadillos which carry portable mortars capable of peppering the area with miniature bomblets. Starting off at the base of a cliff, the player has to fight his/her way up to the top and confront an end-of-level warrior. ➢



The waterfall effect on level four isn't all that effective. The constantly changing backdrop is rather distracting and doesn't really give the impression of a cascading waterfall.

GREMLIN £24.99

" Fast and addictive platform blast – great fun! "

GRAPHICS	90%
SOUND	79%
LASTABILITY	80%
PLAYABILITY	90%

OVERALL 90%



It's cheesy-grin time as George Allan (left) and Paul Gregory take a well-earned rest.

SWITCHBLADE II

➢ Level three is set over a snow-capped mountain range while the fourth takes place beneath cascading waterfalls. There's a choice of routes to take, unlike the linear and predictable route of level two, but beware of dead ends. Crossing rickety wooden bridges while being straffed by gun implacements, attack droids, super-tanks, gunships and unshakeable hoverdroids isn't easy and you'll need all the power-ups and extra ammo you can collect. Armour-plated sentry droids with their razor-studded knuckles are on the loose and if you get caught by a one-two combination it's goodbye to one of your lives. The final two levels are set over a waterfront and volcano respectively. The first has massive Scud-like missiles launching from the water while the latter has deadly lava pits and molten avalanches to contend with. Complete this final level and it's a face off with Havoc himself in an impossibly frantic 'mother of all battles'. You have been warned.

There are five different weapons to collect: machine-guns, flamethrowers, lasers, shurikens, and homing missiles. Machine gun fire is the least effective with the homing missiles proving the most effecient at bumping off the opposition. They zoom around the screen taking out a screenful of bad guys in one go. Flamethrowers and lasers can pass through objects and the shurikens can bounce off walls and rebound onto the enemy. Unfortunately, firepower is limited and can only be replenished by picking up special ammo boxes dotted around each level. Run out of these and it's back to hand-to-hand combat although if you're close enough you can use your sword to take a slash at the advancing alien slime.

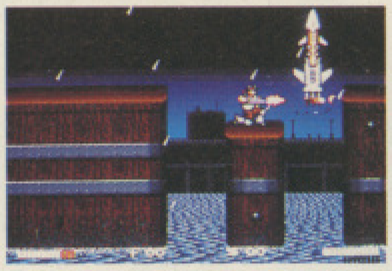
The game's been designed and developed by George Allan and Paul Gregory, both of whom worked on Gremlin's rather swish environmental shoot 'em up, *Venus*. Taking on the sequel to *Switchblade* must have been a bit like stepping into dead men's shoes as the original game was handled by Core Design who split from Gremlin last year. However, George and Allan have come up with a host of new ideas. Although the first level of the game doffs its hat to, and mimmicks the graphic style of, the first game, from there on *Switchblade 2* cuts a creative swathe all its own. It's refreshing to see a game which builds on the strengths of its predecessor yet introduces enough new elements to give it a character all its own. Far too often softcos seem content to offer more of the same, hoping to live off the success of the original.

Switchblade 2 is fast, frantic and fun and a big improvement on its critically acclaimed predecessor.

Dan Slingsby

SWITCHING ON TO SWITCHBLADE

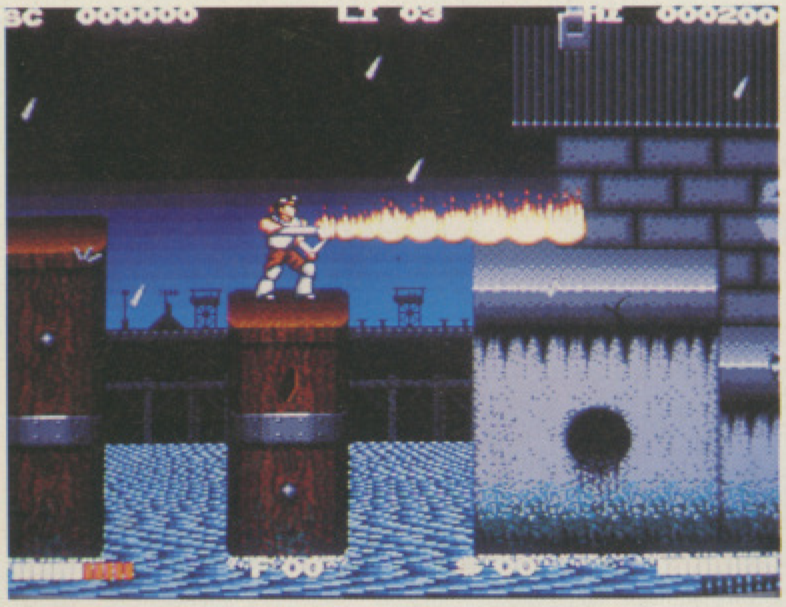
Work started on the game last August and influences include *Strider*, *Shinobi* and the brilliant *Midnight Resistance*. The team decided early on to utilise the Amiga's 32-colour capability and full 256 line PAL screen, rather than opt for any fancy parallax scrolling. With bigger sprites and subtle use of colour the game looks a treat. There are a lot of interesting touches throughout - look out for a King Kong-type character hanging off the edge of a skyscraper in the background of level two and the puff of dust that rises from the ground everytime your character takes a jump! The game updates at 50 frames a second so the scrolling is silky smooth and the in-game tune is suitably atmospheric as are the numerous digitised sound effects.



Huge missiles burst from the river. To make progress, you have to jump from platform to platform avoiding the fast-moving warheads.



Bullets prove ineffective as this heavily-fortified hi-tech tank moves in for the kill. To make matters worse, you've also got to contend with a squadron of attack fighters. Think fast or you won't be around for much longer – jump onto the floating platform and take out the fighters before attacking the big guy.



The flowing river and driving rain in level five work a treat and, together with the darkened graphics, help give the waterfront section a foreboding and eerie atmosphere. With the flamethrower set at maximum, nothing can stand in the way of our hero.



Look out behind you! By level three things have started to hot up. The larger droids like nothing better than moving in close for a spot of GBH. They're quite slow but if you get caught between two of 'em you probably won't live to tell the tale.

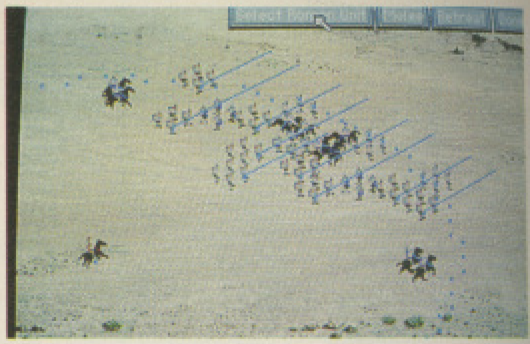


A droid plane unleashes its deadly cargo of bombs which explode as they hit the ground. Watch out, also, for special cluster bombs dropped from planes via parachutes. At a certain height they explode and split into several smaller bombs.

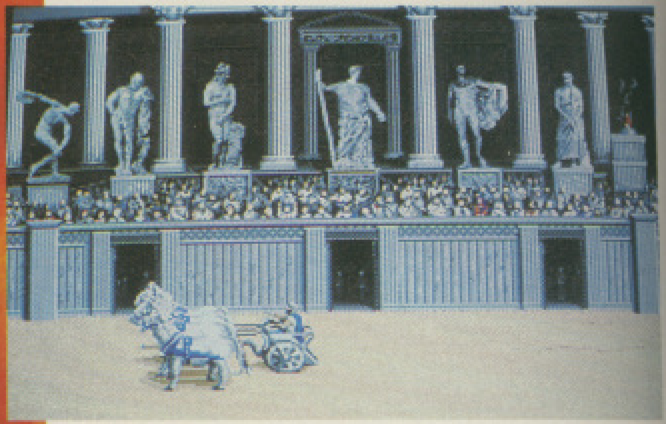


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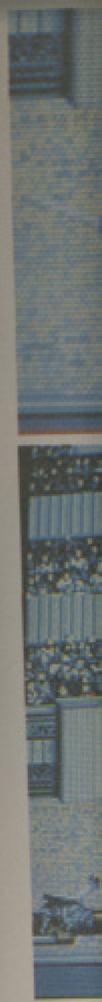




Your loyal troops slaughter the barbarians with a frontal assault, and the leader surrenders.



The chariots line up for the beginning of the race. Games are important to keep the proles happy.



CENTU

DEFENDER OF ROME

Building the Roman Empire took millions of people hundreds of years – but now Electronic Arts are asking you to acheive world domination in an afternoon or two. With no need to don a sheet and eat larks' tongues, *Centurion – Defender of Rome* casts the hapless player as an ambitious general in the third century BC, after Rome has 'persuaded' all its neighbouring states to pledge allegiance to it. Now she is casting her eye across the natural boundaries of Italy.

At the start of the game, the only tasks that can be attempted are raising legions and building fleets. This is enough, however, to enable the conquest of a small, nearby state – Sicily's a good bet. Once the orders are given (and the game uses a one-move equals one-year system), the action switches to a display of the battlefield. Each cohort (a group of soldiers or cavalry) can be issued individual orders, and a battleplan is chosen from the menu. This ranges from an all-out frontal assault to a more sneaky flanking manoeuvre.

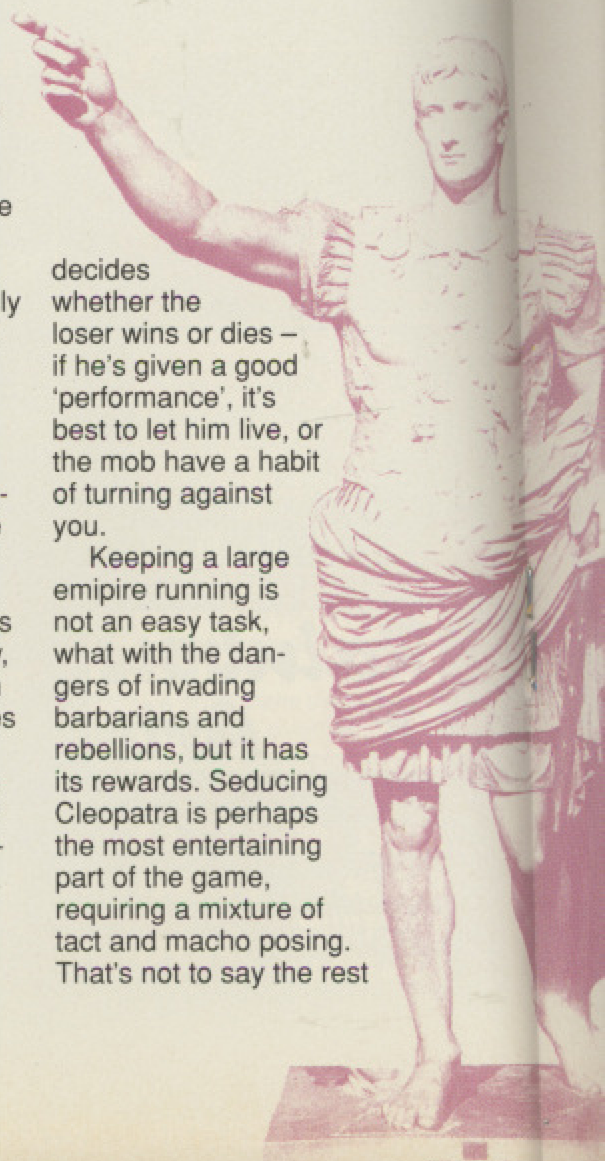
Retreat is always an option, but the idea is to pick on an enemy you are assured of beating! If in doubt, the battle plans include a defense option, which lets the enemy come to the Romans, and every tactician knows that defense is easier than attack. Once the foe has been trounced, it's back to the map that's the cornerstone of the game. The general then sets the tribute level, which must be a balance between revenue and diplomacy; if it's too high, the subjects may revolt.

Sea battles occur with alarming regularity, especially against the great sea-faring nations. Catapults, arrows, ramming and boarding are legitimate tactics.

Once enough regions have been subdued the successful officer starts to have problems with unhappy citizens in Rome itself. The cliche 'bread and circuses' is enough to keep them happy, and money can be spent on these events. The subgames for the chariot racing and gladiatorial contests require different skills; in the former the player controls the chariot, and the tricky corners tend to cause catastrophe. The gladiator shows are judged by the player, who decides whether the loser wins or dies – if he's given a good 'performance', it's best to let him live, or the mob have a habit of turning against you.

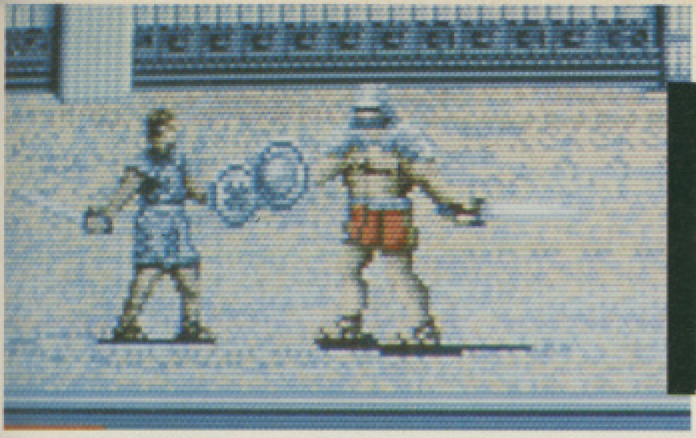
Keeping a large emipire running is not an easy task, what with the dangers of invading barbarians and rebellions, but it has its rewards. Seducing Cleopatra is perhaps the most entertaining part of the game, requiring a mixture of tact and macho posing. That's not to say the rest

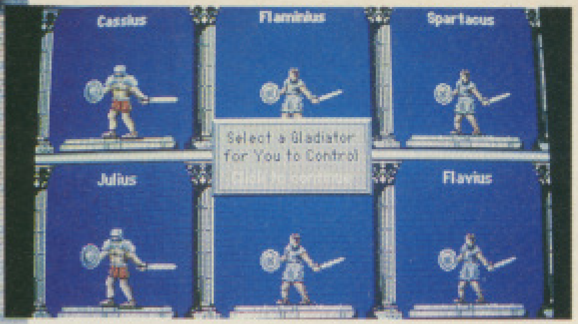


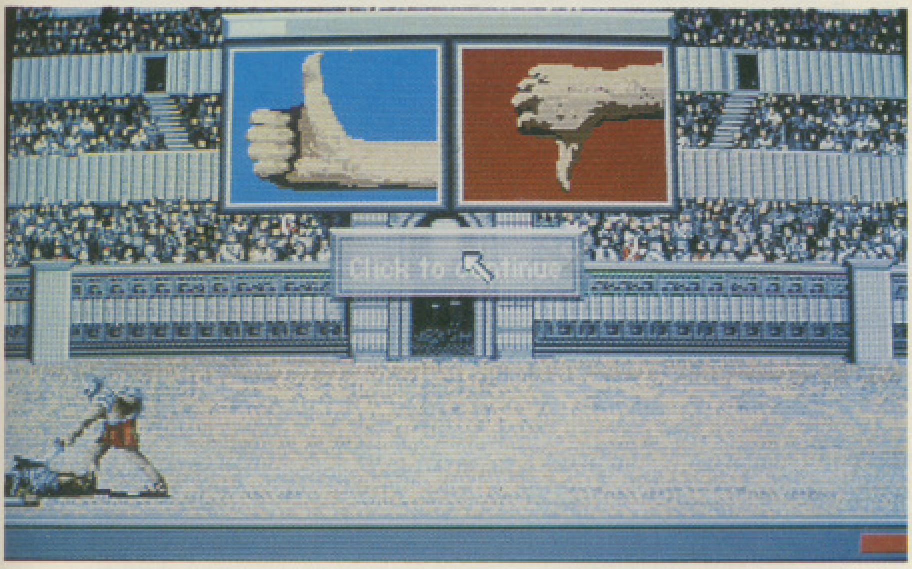


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SCREENSTAR







Anticlockwise from top: The gladiators clash in the arena as the crowd bays for blood. Choosing the right opponent is limited by the size of your purse. When one is defeated, you choose whether he lives or dies – did he put up a good fight or was he a coward? The main map shows the limit of your conquests, and gives hints as to where to go next. Watch out for the Germans – they're extremely tough!



URION

of the game is dull, because it isn't. Knowing when to raise another legion for conquest and when to simply consolidate your Empire can be a difficult decision, but always enjoyable. Learning the various battle tactics takes time, but as the reward is increased revenue it's worth learning. Sometimes you're better off forming an alliance, but unless you can intimidate the enemy with the power of your army it's a waste of effort.

Strategy games are traditionally a hit or miss affair, but I'm glad to report that this has depth and a sufficient amount of historical accuracy. The addition of the arcade sequences provide a welcome break from studying the maps and statistics, and the battle scenes allow armchair generals the chance to test their skills. The graphics are top-notch, and the relief map is extremely accurate. The sound, too, is very atmospheric, with battle sounds and crowd cheers adding to the fun of the game.

I particularly liked the touches of humour which appear in the manual, although the game itself still has a tendancy to be a little dry and monotonous. That taken, I haven't enjoyed a strategy game as much since *Supremacy*, which had what amounted to scenarios – sadly missing in *Centurion*. Despite this, fans of the genre will be very happy with the game.

Matt Regan

E.A £24.99

" Carry On Cleo will never be the same again "

GRAPHICS	85%
SOUND	81%
LASTABILITY	79%
PLAYABILITY	80%
OVERALL	**85%**

THE JULIO-CLAUDIANS The best-known dynasty of Roman Emperors started with Octavian – later called Augustus. He was adopted by Julius Caesar and thereby nominated as successor. Augustus was the rarest of creatures, a good leader! He reformed the law, oversaw the expansion of the Empire's borders, and lost many members of his family (including his sons and grandsons) to causes both natural and otherwise. He was succeeded by Tiberius, who was reputed to be overfond of youngboys. However his successor, Caligula, managed to become even more depraved during his reign. He had children by his sister, had citizens tortured at a whim, and made his favourite horse a consul! The line continued with Claudius and ended with Nero, infamous for his unhealthy relationship with his mother and his pretensions to artistic talent.

'Infamy...Infamy...
they've all got it in for me...'

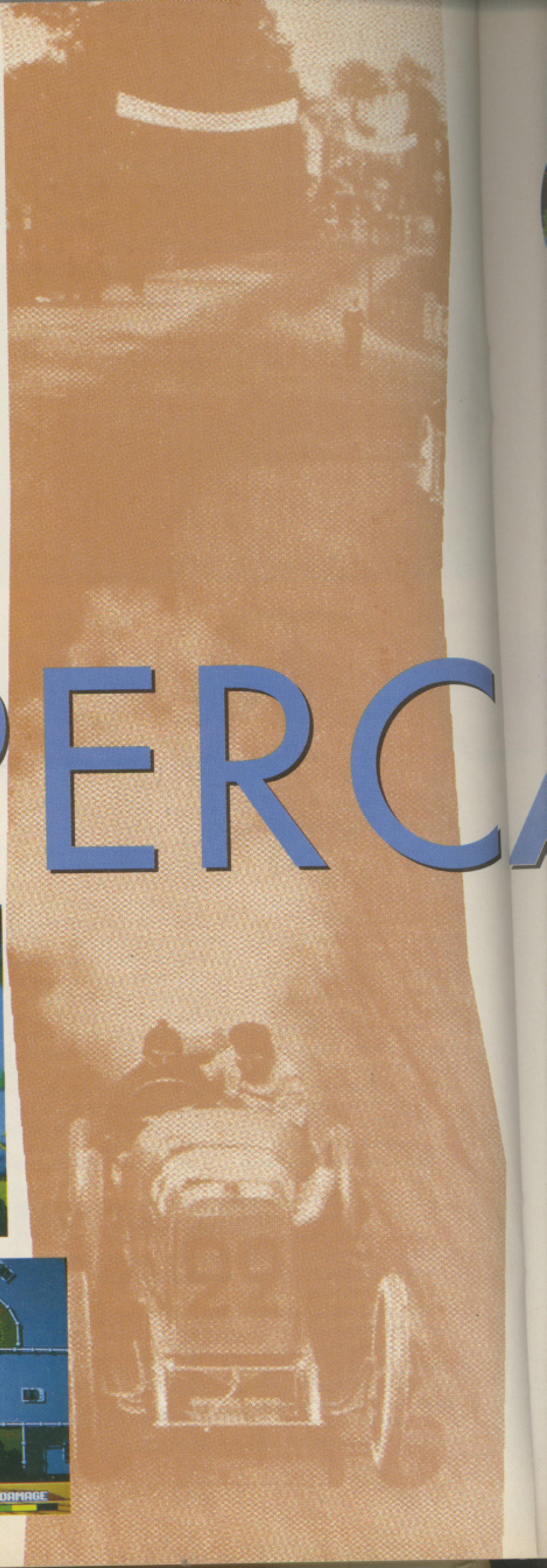


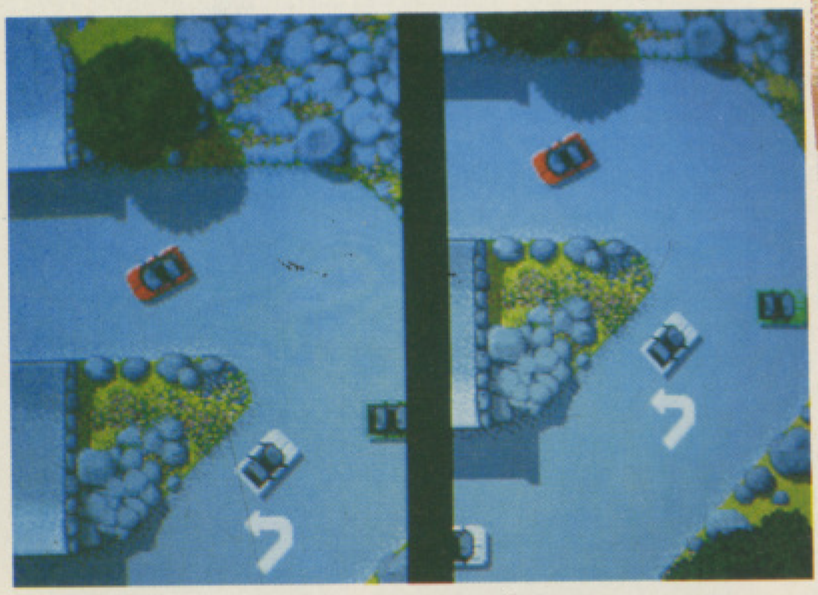
After what seems an eternity, the sequel to *Supercars* is here. The unoriginally-named *Supercars 2* has been created by the original writer of *Supercars*, Shaun Southern of Magnetic Fields. Shaun was also responsible for the brilliant *Lotus Turbo Esprit Challenge*.

Since Magnetic Fields were founded nearly two years ago they've pumped out a series of hits starting with *Super Scramble Simulator*. Thankfully, *Supercars 2* continues this trend. *Supercars 2* is basically an extension of the first game, with the welcome addition of a two-player mode. Using a joystick for player one and joystick or keyboard for player two, the game idea is the same as the first – make sure that you are amongst the first five past the line – but with a lot more added extras to enhance the gameplay. Once the game has loaded, the player has a choice of whether to have the firebutton as an accelerator or brake. I personally found it a lot easier to use the brake option because the car naturally gains speed by itself. You also have the choice to start on the easy, medium or hard levels.

There are 21 tracks, with seven per level. The circuits themselves are a great improvement from the flat racing track of the first game: now you have bridges, jumps, tunnels, and opening and closing doors, whereas before the tracks were limited to a few sharp bends. An added feature is a racing locomotive which crosses the race track at various intersections (Nigel Mansell's type of driving is of great use here). Added to these superbly drawn extras are some 3D

SUPERCA

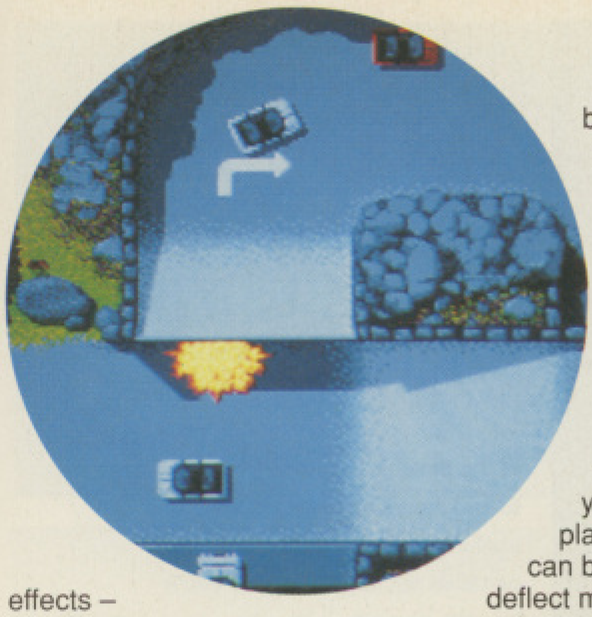






Above: **The long awaited two-player split-screen mode is both fast and furious.** ***Right***: **There are some tricky S-bends to negotiate as you race around the track to the finish.**

SCREENSTAR



effects – rolling hills and dangerous ramps. The car sprites are made up of over 280 frames of animation so there's a great variety of movement from the car as you dodge obstacles such as oil, stones, ice and water.

The weaponry has been enhanced by the addition of homing missiles, land mines and an encircling missile that shadows your vehicle and blows up any car near you. There are also small front and back missiles. The missile deflector speaks for itself; this is very useful if you're in two-player mode as it can be used to deflect missiles back at your opponent. The last weapon of note is the Knightrider-style turbo boost (if you can remember the tv series). It's very handy for jumping over chasms, or for squashing the cars in front of you, thus saving on valuable missiles.

The game is very pleasing to the eye, with four colours for the car sprites and 64 for the track designs. There's Cinemaware-type graphics for the interview screens, police station interrogations and even for the transport inspector. This time round you have to stick to the same car all the way through; but the game has its rewards if you skillfully answer the journalist's questions.

The sound effects of the cars are good and there's a lifelike strain of the engine when going up the hills on the track. When colliding with other cars and obstacles there's a realistic grating noise. *Supercars 2* is a must for any racing fanatic; but it's a shame that, unlike the original, you can't buy a better car or choose a track in the order you want.

Supercars 2 is a great improvement over its predecessor. That was a hit and I'm sure this will be, too.

Richard Ellis

CARS II







Above: Answer the journo's questions correctly and you'll pick up a nice fat cheque for your efforts. Make a wrong choice and you won't make the tabloids *or* get the money.

Left: A few more laps to go and the money will come rolling in. Looks a bit like Spaghetti-Junction, doesn't it?!

Bottom Left: Good driving skills are essential to help cross the chasm. With the added turbo-boost you'll fly across!

STEERING

Left and right on the joystick effects the car's steering; forward and back are used to access the car's formidable weaponry. Once again, you view your car from a bird's eye point-of-view, high in the sky with your car positioned in the centre of the screen as you trundle around the tortuous tracks. The scrolling deserves a special note, it's particularly impressive. Once control has been selected, it gives you a quick description of the race track you're about to attempt. The track environment is selected randomly from following three settings: snow, sand/mud, or grass/heather and rocks, each screen has been drawn up in 64 colours on *Dpaint III*.

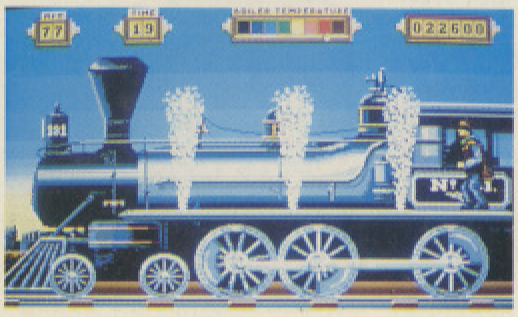
GREMLIN £24.99

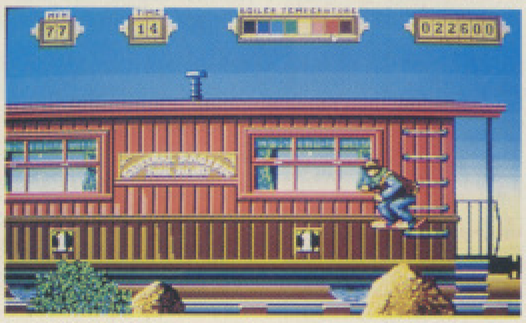
“Supercars is a must if you're a racing fan”

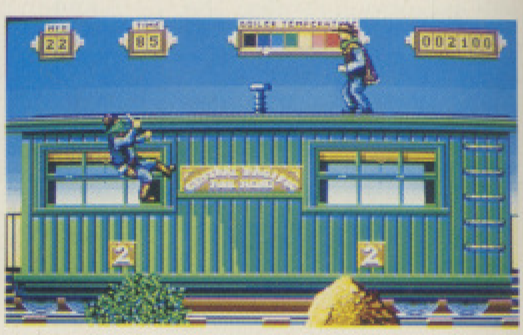
GRAPHICS	93%
SOUND	75%
LASTABILITY	83%
PLAYABILITY	91%
OVERALL	**90%**



After honing his skills at the rifle range (*left*), the player has to re-enact the final scenes from the film. The player must make Marty collect chemically-treated logs without falling foul of the assorted obstacles that attempt to knock him off the train. Time is against you, though, and care must be taken not to get jolted or you'll have to start all over again.







BACK TO TH

BACK TO THE CINEMA



The last movie ended with nutty scientist Emmett Brown being transported back to 1855, leaving Marty, the film's hero, stranded in 1955.
Following a rather confusing episode with a 100 year old letter and some grotty photgraphs, Marty works out that the Doc is killed a few weeks after arriving in the past. After digging out the time machine (which the Doc hid in an abandoned mine), Marty whizzes back a hundred years, calls himslef Clint Eastwood (which leads to loads of unfunny jokes), encounters, argues with, and beats the bad guys, saves the Doc's life, then returns to 1985 in time to snog his girlie. Not a film for the intellectual, but one that will drive parents mad as they try to explain the plot to their kids.

There's never been a decent game based on a film. Companies fork out a fortune for a film's name and storyline only to turn out a game which has nothing to do with the movie.

I'd like to see Cinemaware have a bash at a movie licence. If it was developed along the lines of the classic *It Came From The Desert*, then you could watch the story unfold and affect its outcome. Such a computer-movie environment would, to my mind, be the ideal vehicle by which to convert a movie licence for the home computer.

BTTF3 unfortunately fails to deliver the goods. The game contains four levels based on scenes from the film, with screens updating the plot between stages. This time Marty Mcfly has gone back in time to rescue his buddy Dr Emmett Brown, who is due to die two days after he posted a letter to Marty, which is 100 years before Marty receives it. Confused? You bet.

Level one starts with Dr Emmett Brown racing on





During breaks between levels and whenever a life is lost, a small scene-setter appears to prepare you for the next stage. In addition, these pad out the missing parts of the film's story and keep you abreast of developments.





The first stage is split into two sub-games. The first is reminiscent of an old 8-bit budget game called *Kane*, and the second is set in a vertically-scrolling play area, with arrow-firing indians to avoid.

HINTS BOX

To stop yourself falling off the train on level four hold the joystick down when you collect a log.
Try to shoot all the coloured ducks on the second level to get a bonus stage.
Avoid hitting the blue guys whenever they appear, they're the cavalry who'll help you by by shooting the indians.
During the plate fight concentrate on eliminating one villain a t a time.



HE FUTURE III

horseback to rescue his true love who's about to take a dive into a ravine. Plunging into crevasses, colliding with the local wildlife or being shot by Indians results in a fall and a time penalty.

The scene then shifts to a shooting gallery in Hill Valley. The object here is to shoot a certain number of targets within a time limit. This section doesn't quite fit the style of the game, but is fun nonetheless.

Next is a gunfight with Mad Dog Tannen, the film's bad guy. In the film Marty escapes death by using an oven door as body armour; the game goes a step further and gives our hero an unlimited number of plates to throw at the opposition as well. The oven door can take several hits, but once it's been destroyed Marty's vulnerable. This is definitely the most playable section, with nice touches such as the blind man who staggers through the battle field being lead by his manic guide dog.

Once Mad Dog's been defeated it only remains for Marty to get back to the future. Owing to a stray arrow hitting a fuel line their Delorean time machine can't reach 88mph, the speed at which the time circuits engage. To get around this the car has been strapped to the front of a steam train, which will push it up to speed. Marty has to work his way to the front of the train avoiding mail hooks, collecting logs and bashing the odd train driver.

The in-game music includes the film theme, a rip-off of The Shadows' Apache, and a catchy version of ZZ Top's incidental tune. A few rough digitised screams make up the crude sound FX. The graphics are drawn in yellows and browns in keeping with the game's wild west theme. Although small at times, the characters and background sprites are attractive and well animated.

BTTF3 is a huge improvement over the first two licences. Unfortunately, a good games player could probably complete this within two hours of buying it. Easy, and fun, this is a game for the kiddies.

Mark Patterson





There's an option to practice two of the levels – namely the plate-throwing and the 'Try Your Luck' stage. As you gain proficiency at the latter, bonus prizes, such as radios and teddy bears can be won.

MIRRORSOFT £24.95

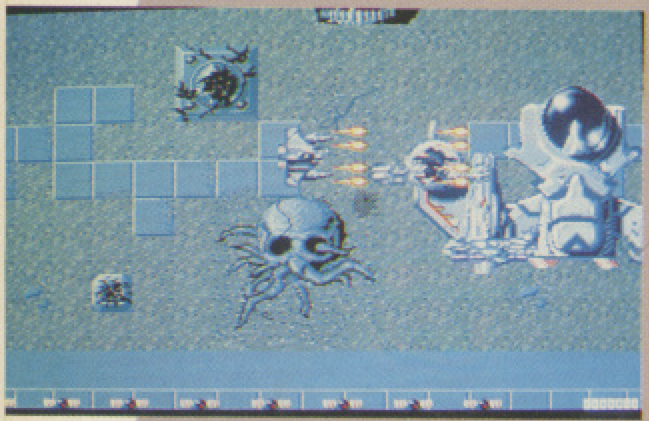
“Actoin packed conversion that's a tad too easy”

GRAPHICS	78%
SOUND	81%
LASTABILITY	48%
PLAYABILITY	80%

OVERALL 71%

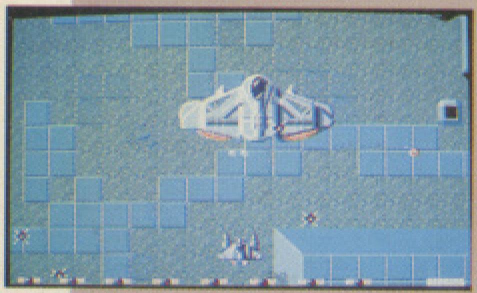
BATTLESTORM

From the boxed-copy blurb, Titus would have you believe that *Battlestorm* is a state-of-the-art game set to revolutionise the genre. 'The Ultimate shoot 'em up featuring 50 images per second, multi-directional scrolling, hyper speed and acceleration!' scream the cover-lines. It's a pity that the game fails to live up to such hyped-up expectations.

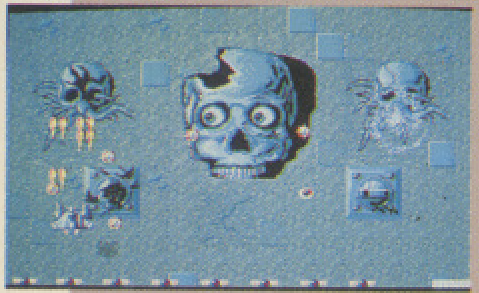


It's not a bad game, but most of its features have been seen before and now look decidedly stale. If a new shoot 'em up wants to cut the mustard with today's game-hardened punters, it's got to offer something new and innovative. With *Battlestorm* it's just more of the same old tired formula.

The plot is as tired as the gameplay: Your home planet has been forcefully occupied by an invading army of warrior-like aliens and the populace put to death. It's up to you to exact a bloody revenge by blasting them into so much space dust. Piloting an Airborne Attack Craft you have to locate and destroy four enemy headquarters and finally liberate your planet. Original, eh?.







Battlestorm's hazards are many and varied. As well as the marauding motherships, ground defences must be taken out.

Featuring a bird's-eye view of the action, the game is made up of four different levels with two sections apiece. The first section in each level is a multi-directional blaster whilst the second is a vertically scrolling section. By creaming an attack wave of fighters, pods are revealed which, when collected, protect your craft from one hit by an enemy missile. Run out of pods and your ship takes a one way trip to oblivion. Certain pods add different weapons to the standard shot. Pulsars increase the speed of your shot while there's also the opportunity to collect twin-fire, homing missiles, plasma bolts, speed ups and invincibility shields depending on the current level.

There are a variety of enemy ships to take out. Most follow simple attack paths and are somewhat predictable. An Enemy Mother ship lays a trail of mines to make blowing it up a bit more difficult. However, by manoeuvring to one side it's possible to dodge anything it spews out. More of a challenge are the Battlestorm Starships, big muthers with port and starboard gun turrets, which hunt you down relentlessly. A number of ground defenses also cause problems: multi-directional, tracking guns fill the sky with fire and trapdoor gun emplacements suddenly spring to life as you fly past.

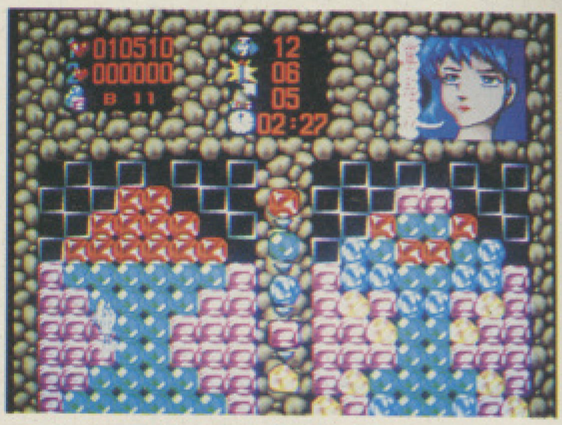
Battlestorm is a competent shoot 'em up but nothing else. The graphics are not exceptional and the sonics are hardly credible. There's a lot to do in each level, but even set at the hardest skill level it's a tad easy. As a full price game it can't hack it with the likes of *SWIV*. Wait for this game's debut at a budget price.

Dan Slingsby

TITUS £24.95

"An easy, uninspired and unsophisticated blaster"

GRAPHICS	61%
SOUND	50%
LASTABILITY	60%
PLAYABILITY	78%
OVERALL	**63%**



GEM'X

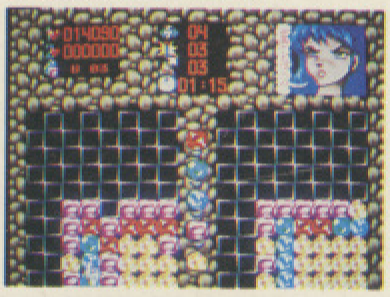
Software imported from Germany and France is a fairly common occurrence, but *Gem'X* is the first time a game has been brought over from the Japanese. As can be expected, it's a cutesy puzzle romp, which involves exercising the grey cells rather than the trigger finger, and as such it's one of the better ones. Once the usual plethora of scantily-clad and wide-eyed girls have been skipped past, the game proper begins with the setting up of a number of colour bricks. The screen is split vertically into two key sections, with the player's area on the left-hand side of the screen, and a slightly rearranged series of blocks to the right. The aim of the game is to reposition the left-hand blocks into a pattern identical to those on the right, and when completed it's on to the next level. In addition, a sequence of coloured tiles is shown in the middle area of the screen, and shows the pattern the tiles cycle when selected.



When a block is selected, it changes from its present colour to two steps down the coloured sequence. In addition, any tiles surrounding the selected brick are similarly switched to the next colour in their sequence – and to add to your problems, only a set number of moves are allowed. As puzzle games go, *Gem'X* is adequate. Its gameplay tends to get a little repetitive, and whilst the screens are initially addictive, the long-term appeal is extremely limited. Not bad, but only for a short time.

Steve Merrett

One more go should do it.



DEMONWARE £24.95

"A puzzle game, which lacks long-term appeal"

GRAPHICS	73%
SOUND	71%
LASTABILITY	62%
PLAYABILITY	84%
OVERALL	**76%**

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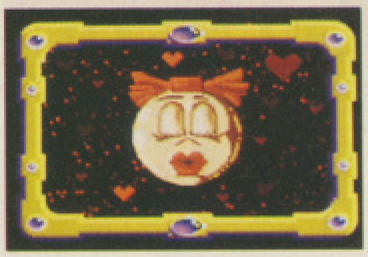


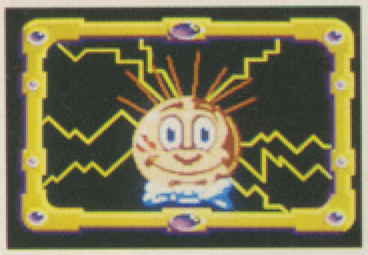
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Call 0898 101956

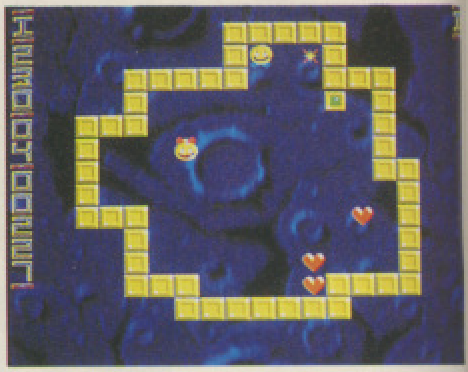
Calls cost 33p (cheap rate) and 44p (at all other times) per minute including VAT. For details of winners please send an SAE to: Pepperoni Winners, PO Box 1640, London. NW1 8NG Please ask your parents permission before you call. Average length of the call is 5.5 minutes and we advise that you ring at cheap rate.

THE POWER

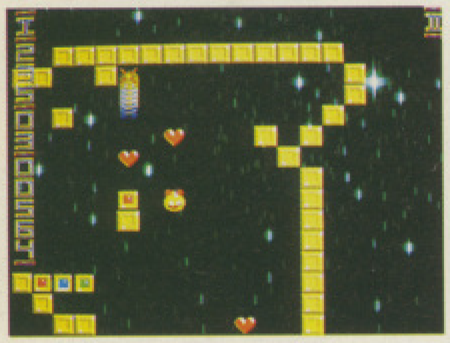




Between each stage, *Pang*-like screens appear depicting the two heads' love for each other, but then it's back to business.



Demonware return to the puzzle game field with this unusual offering, which once again uses the title of a Snap record. With the bassline from the original hit thumping away in the background, occasionally interrupted by a sampled shout, the object of *The Power* is to guide a small head along the walls of the surrounding play area in an attempt to make contact with a similar-looking head with a bow on top – presumably the female object of the former blob's intentions. However, before the proposed meeting can take place, the rotund hero must be made to collect a pre-determined number of hearts to prove his love for the fickle female. However, as our hero can only travel in a straight line along the wall or at a right-angle from it, actually reaching the girl involves a lot of thinking and rearranging of obstacles – all within an ever-decreasing time-limit.



Despite its simple gameplay, *The Power* proves to be remarkably addictive. The puzzle element is the most addictive I have seen for a while, with some really nasty problems on the later levels – and these are made harder with the addition of blocks that cancel each other out. As with most of the puzzle genre, though, its lasting appeal is dubious, with very little variety in the levels. To give the programmers credit, they have attempted to rectify this with the addition of extra play modes, but even these can't stop *The Power* from being short-term fun.

Steve Merrett

DEMONWARE £24.95

"Addictive, but won't hold your attention for long"

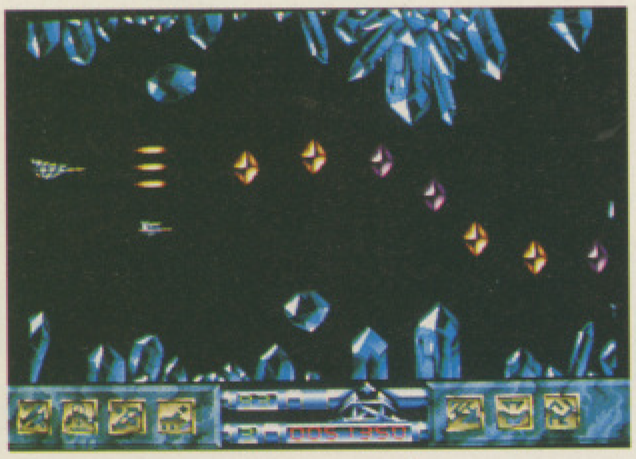
GRAPHICS	57%
SOUND	85%
LASTABILITY	65%
PLAYABILITY	79%
OVERALL	**77%**

WHITE SHARK



With the softshop success of *Oops Up* and *Final Countdown*, German softcos, Demonware have lined up an impressive list of new games for the coming months. First to hit the softshelves is *White Shark*, a horizontally-scrolling shoot 'em up set over six contrasting levels featuring as weird and wonderful a mixture of alien attack craft as you're ever likely to meet.

Forget the plot (there isn't one), just turn off your brain, jack in the joystick and blast away. The game offers the chance to customise your futuristic fighter with an array of different weapon systems, ranging from a standard one shot blaster through to heat seeking missiles and cloud-like bombs Four weapons come as standard although their combined firepower is rather weak and ineffective. As only four additional weapons can be carried, these have to be chosen with care. Certain types of weapon are more effective in taking out alien attack waves than others; by playing each level a number of times it gradually becomes clear which are the correct ones for each section. Once you've equipped your ship, it's straight into the action.



Influenced by *Z-Out* and numerous other shoot 'em ups, *White Shark* offers fast and furious blasting action.

Level one pits your attack ship against waves of on-coming choppers, fighter planes, and is graphically reminiscent of both *U.N. Squadron* and *Silkworm*. It's not too difficult to fight your way through this section; even the end-of-level cruiser is a bit of a walk-over. Things hot up by the second level. The player has to navigate his craft through a cave system with overhanging rock formations and narrow passages to negotiate. It's not that easy, though, as multi-coloured gem-like ships attack relentlessly. There's also a jungle level and an Alienesque section where the aliens unfold from the surrounding walls. The game really comes into its own in two-player mode, with a smaller attack craft joining the fray. It's a pint-sized version of the original fighter with proportionally scaled down weapons and missiles. Although it's not as powerful, the smaller ship is more adept at dodging over-hanging beams and flying down the maze-like system of passages.

White Shark doesn't push the Amiga's capabilities at all. The graphics are merely competent, the sonics passable, but the gameplay is *very* addictive, especially when set up for two players. A fun blast, but with limited appeal.

Dan Slingsby

DEMONWARE £24.95

"A competent blaster best in two-player mode"

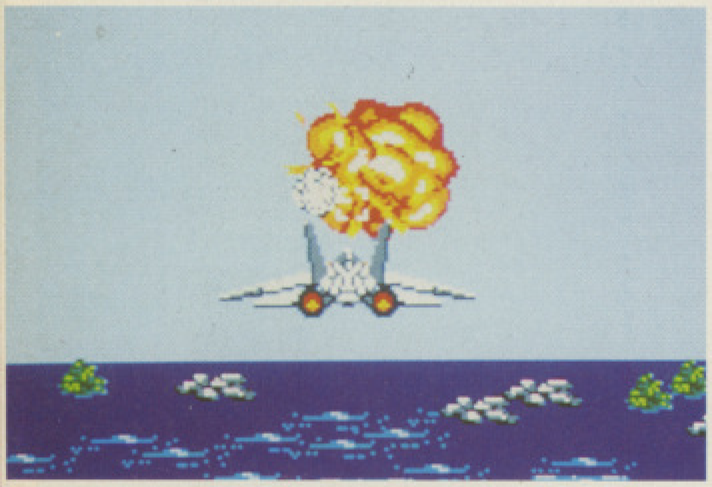
GRAPHICS	78%
SOUND	61%
LASTABILITY	84%
PLAYABILITY	70%
OVERALL	**78%**

AFTERBURNER

A*fterburner* bears very little resemblence to the arcade version which was one of the best aerial shoot 'em ups of recent years. However, Top Gun fans may well be interested by this battle in the skies. Taking off from the bridge of a shipthe game leads swiftly into combat. The first stage is set amidst a clear blue sky with nothing to cloud the horizon except hostile aircraft. Shooting them down is no easy task. Be careful to use your ammunition wisely as it does not last forever. Flashing red lights at the top of the screen alert you to planes which are tailing you. The only way to shake them off is to perform a 360 degree turn, done by rapidly moving the joystick from side to side. To increase speed, press the space bar twice in quick succession, but remember that after a fixed period your speed will slow down. Cannons are always a handy item to have around, and they are activated automatically when an enemy appears on the screen. How considerate! Refuelling is controlled by the computer and also equips you with extra missiles. Bonus lives are awarded as you progress into the game. *Afterburner* is a great battle in the skies and will doubtless have appeal for fans of this type of game. However, it is quite difficult to avoid being shot down as head-on enemy planes are hidden from view, which leave you vulnerable to attack.

Those with Kamikaze tendencies will love the spectacular ball of fire and flame that fills the screen when your number is up.





Easily one of the worst conversions ever, *Afterburner* is best avoided.



OCEAN/THE HIT SQUAD £7.99 OUT NOW 59%

UFM

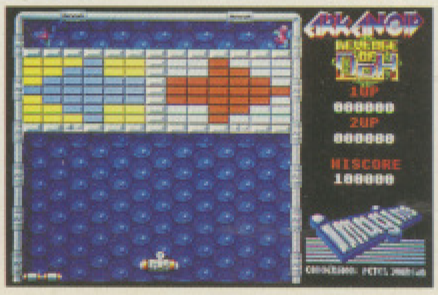
Money too tight to mention? Bank balance edging further into the red? Fear not! Fiona Keating takes a monthly look at cut-price budget and compilation games that won't burn a hole in your pocket.

ARKANOID: REVENGE OF DOH

A*rkanoid II* was a superior update of those rudimentary table tennis games that used to annoy you in pubs. The game has many additional extras, gizmos and gadgets that liven it up, including an awe-inspiring story line. ZARG, a huge alien spacecraft, has very naughtily entered the universe. It is known to contain the devilish, death-defying DOH, a being supposed to have been destroyed forty thousand years ago in the Arkanoid spacewars. It is up to you (of course) to save the fate of the entire solar system! Your Vaus spacecraft, which in reality looks like a lozenge-shaped cough sweet, is controlled by moving the mouse from left to right. Use it to deflect the energy bolt which breaks down the wall confronting you. Energy capsules are released upon destruction of the bricks which detach from the wall. Each has a different power, denoted by a letter painted on its side. These powers include: splitting the bolt into eight separate components, which is great fun as the bricks disappear mighty quickly; expanding the Vaus to give a greater chance of deflecting the energy bolt, and a laser which shoots through bricks and aliens.

Arkanoid II is playable and fairly entertaining but nonetheless dated. The graphics and sounds are crisp and the sound is of coin-op quality - although the original never had much in the way of sonics! This game is definitely value for money and will probably have appeal for newcomers but not for the experienced or jaded player.

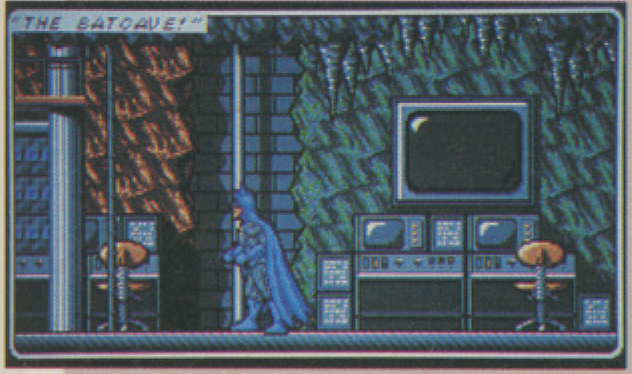
OCEAN/THE HIT SQUAD £7.99 OUT NOW 73%

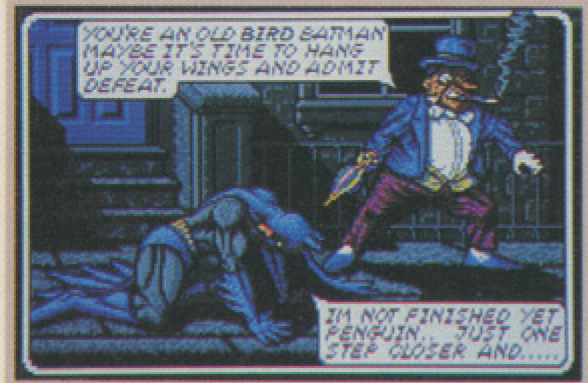


BATMAN
THE CAPED CRUSADER

Solving devilishly hard riddles and ridding Gotham City of foes is all in a day's work for Batman. The adventures of the super hero continue apace in this 'arcade adventure' game.

The game consists of two plots involving Batman's deadliest enemies - The Penguin and The Joker. In The Penguin puzzle, the bird has really gone quackers. He plans to take over the world using an army of robotic penguins! As Batman you have to close down the hidden master control computer and put an end to this evil conspiracy. In the Joker riddle, the laughing jackass has kidnapped Robin and has plans to blow him up. Saving your number two is not an easy task as you roam the street of Gotham City forlornly looking for the Boy Blunder. To solve these two conundrums makes the old grey matter work overtime and the race against time gets the adrenalin going.





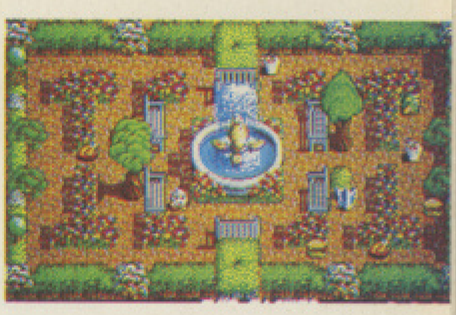
The comic strip style graphics are excellent and add to the overall appeal of the game. As the musclebound Batman, the player moves to different locations such as the Batcave or the street of Gotham City, picking up clues and objects to help in your quest. Some objects are especially handy. The sweeties will replenish your energy and the training shoe make Batman move like a maniac on speed. The utility screen can be obtained by pulling down the joystick and pressing fire. This reveals the objects collected and energy status - the face of Batman eerily turns into a skull as his life drains away.

Batman has a great deal to offer: a snazzy soundtrack, good animation and interesting gameplay. However, the puzzles are very difficult to solve and the lack of Splat! Pow! when Batman biffs somebody make it a trifle disappointing. A must for big kids.

OCEAN/THE HIT SQUAD £7.99 OUT NOW 89%



FAST FOOD



A game that satisfies even the most garganutan appetite. Eat as many delectable burgers, chickens and milkshakes as you like over 30 different mazes. This is definitely not to be played on an empty stomach.

Dizzy, who is as round as he deserves to be, has to eat all the food in the maze to proceed to the next level. The chickens are the hardest to catch. Not surprisingly, they don't want to be eaten and waddle as fast as they can out of the way. Luckily, they are fairly dim and the tasty little morsels can be outwitted. Burgers, apparently are blind, so wait for them with your mouth wide open. Pizzas are polished off just as easily. Milkshakes are just begging to be swallowed up, so don't waste your pity on these little blighters. Watch out for the monsters who are out to stop your chompings. The items that can help you out are magic boots to increase your speed, relish to slow down the monsters, mustard to freeze them and ketchup to get rid of them. Furthermore, look out for shields which let Dizzy behave gruesomely by eating the monsters.

Throughout, the graphics are colourful and lively; locations are picturesque settings such as the boat house and amongst the flower beds. Being able to outwit the monsters or even better still, to eat them, is one of the highlights of this game.

Fast Food is a highly addictive game. The wacky cartoon characters are very entertaining and bound to put you in a good mood. The game may not appeal to those who prefer blood and guts entertainment. Definitely for the less gore-orientated punter.

CODEMASTERS £6.99 OUT NOW 82%

WIZBALL

Hailed by many as one of the great Amiga classics, *Wizball* combines imaginative storyline, graphics and gameplay. Wiz and his cat of many talents have lived very happily in the brightly coloured Wizworld. That is, until the dastardly Zork and his horrible minions have rendered all landscapes grey and colourless. The object of the game is to make Wizworld technicolour again. Collecting icons for special powers while destroying the alien forces of Zork will help to achieve the task ahead.

Wizball is manouevred by the joystick and a fair amount of practice is needed to obtain a good control over it. Otherwise you will find yourself unable to reverse away from aliens - contact with them results in the screen turning into coloured blocks, similar to those used on TV to disguise faces.



The landscapes in Wizworld are made up of three colours - green, red and blue. To restore the original colour, shoot the bubbles and then use cat to collect the droplets of chemicals as they fall to the ground. To collect icons which bestow special powers, kill aliens and collect the green pearls that they tleave behind. On passing over these, magical properties beyond your wildest dreams are yours. They include a Wiz supa-beam weapon, immortality for a certain period, and the ability to kill every sprite in sight.

Wizball is a very imaginative game which uses novel ideas and has interesting graphics. How many other games has a green blob as its central character? Different landscapes entered through tubes and pipes literally add an extra dimension, as do the nightmarish snake monsters. *Wizball* will be around for a long time to come because of its many features and extras that keep boredom at bay.

OCEAN/THE HIT SQUAD £7.99 OUT NOW 87%

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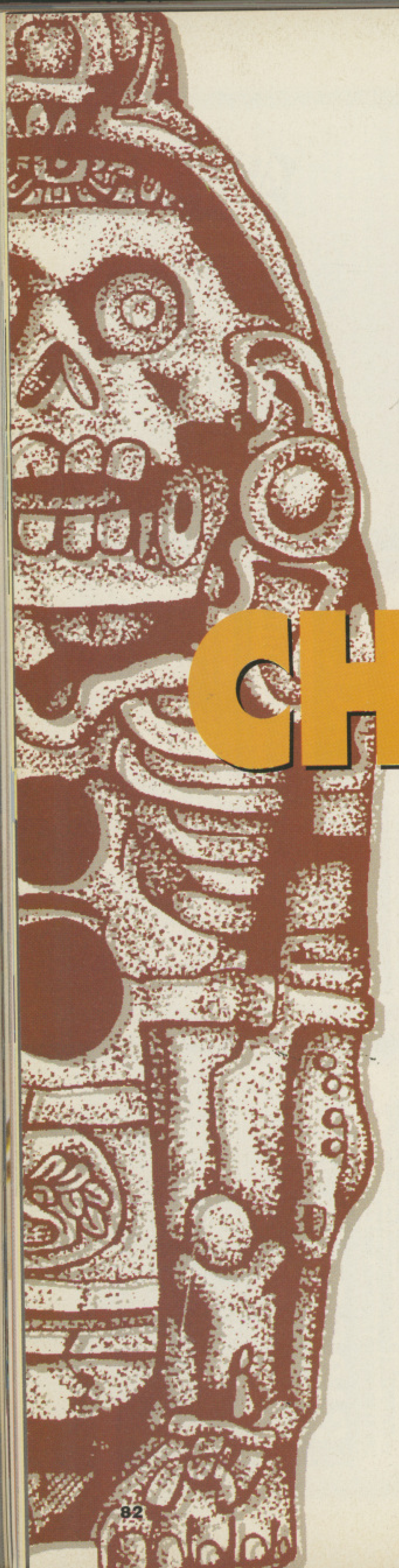


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Avid Chaos Killer, Ian Cogings from Exeter, takes a breather from his bouts of dragon-busting to offer useful advice.



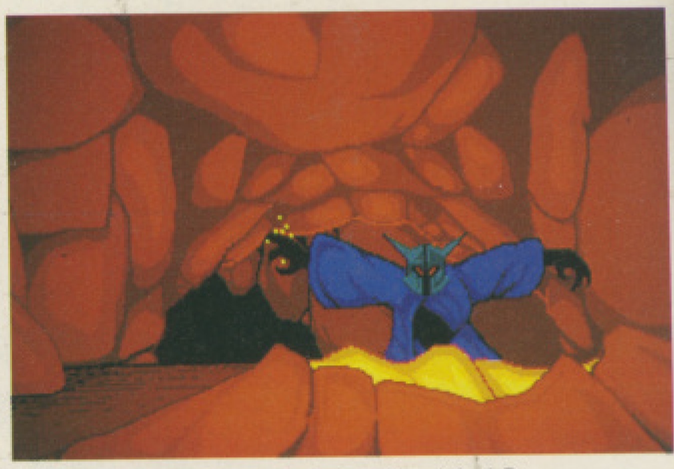
CHAOS ST

PRISON LEVEL ONE

Creatures – None
Items – None

Twenty-four new heroes are found here, twenty-two of which are easily found and two of which are hidden. All of them are very powerful in levels, characteristics and skills but have no equipment. There are two illusionary walls which lead to stairs.

The two small enclaves can only be reached from below. If you want to have a Kazai Shadow Warrior you must open the door in front of him by examining some of the undead fellows. If you want a Lor Champion you should avoid the undead; you can't have both characters in a party.



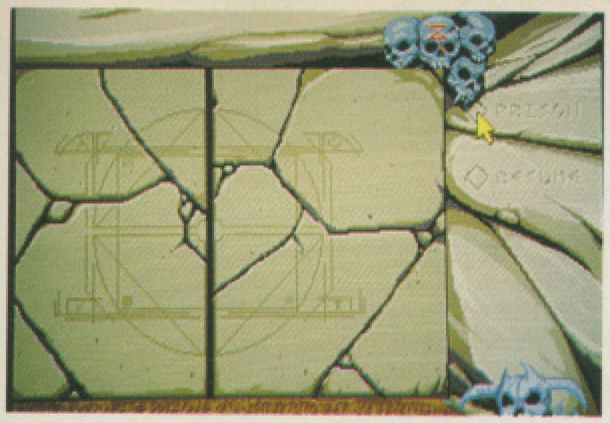
With even more in it than the original *Dungeon Master, Chaso Strikes Back* throws even more nasty creatures and puzzles at you. Be prepared for the unexpected.



PRISON LEVEL 2

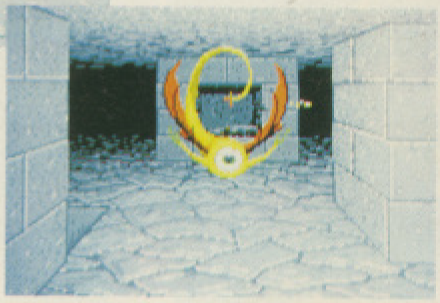
Creatures – Mummies
Items – None

Despite what the text at the start claims-there is a second level, complete with monsters. Before you reach the Kazai you come to nine rock piles, use the poison gas spell on them. In the compartment on the way to Lor there are 23 mummies which should be destroyed with fireball spells.





Make the most of whatever weapons you can find, but beware the items the Gigglers leave behind. Some sap your energy – so don't be too greedy.



By learning the ways of Chaos magic, the massive creatures can be destroyed quickly and efficiently.

GENERAL HINTS Be sure to use all your characters in combat. Conserve torches and use light spells whenever possible. Don't forget to extinguish torches when the party goes to sleep.

Scrolls have little use other than providing guidance and instructions –one exception is the Magic Map scroll. You might try using scrolls as path markers or to trigger pressure plates. If one of your party dies don't forget to collect their bones so they can be resurrected.

Learn which characters can cast spells. Eventually you learn which spells are most effective against which monster. Don't carry too much unnecessary equipment, if the load value turns yellow or red you'll become hungry and tired faster.

If a hero doesn't have enough Mana to cast a spell, chant a few syllables, sleep, then finish the spell. You should pre-chant spells so they're ready in case of surprises.

Weapons left behind by Death Knights and the Biters may be cursed, so it's best to avoid them

Most Giggler items will kill you, apart from equipment which was stolen from you. So be very careful

TRIKES BACK

THE CELLAR LEVEL 1

Creatures – Gigglers, Armoured Worms, Red Dragon. Giggler Items - Moonstone

FOOD	WEAPONS	ARMOUR	KEYS	MISCELLANEOUS
Shark	5 rocks	Leather Jerkin	3 Iron	3 Boulders
Worm Rounds	Rapier	Leather Pants	Onyx	2 sets of bones
Dragon Steaks	2 Slayers	Hosen	Solid	Magic Box B
	Sling	Mithral Mail		Ven potion (1)
	Claw	Mithral Aketon		2 VEN potion (3)
	Axe	Basinet		VEN potion (5)
	Bow			Magic Box (G)
				FUL bomb (2)
				2 FUL bombs (4)
				FUL bomb (6)
				GOR coin
				Chest
				Calista

Not all items are safe to collect. Some Giggler treaure will reduce your strength, so it's best to avoided anything that doesn't belong to you.

MONSTERS

The Armoured Worms are rather like the Purple Worms in *Dungeon Master*, but more powerful. They can appear in pairs and are vulnerable to most weapons and fireballs. The Gigglers try to steal your equipment and must be destroyed immediately. Amongst their remains you can find your stolen weapons as well as some other items.

The Dragon takes an incredible amount of damage before it dies. Most forms of attack are effective against it, but use a fireshield if you have to get in close. Dragons always provide ten pieces of dragon steak as well as treasure.

NEUTRAL SECTION

Plunge into one of the pits and you will need to drop all your equipment to free yourself. Look for the force field that will teleport you back to the fountain in Neutral level five.

KU SECTION

Kill the Dragon for its treasure and the worms for food. There's an illusionary wall near a button. Press the button then go through the wall. The lock inside can be picked or opened with an Onyx key.

The other illusion leads to a teleporter which leads to level three.

ROS SECTION

There's an illusionary wall blocking the staircase and another blocking a teleporter which leads to the junction.

NETA SECTION

Do not step on the square with the chest, you'll become trapped and then come under attack from a horde of worms. The walls occasionally open up to let some worms in. Close them as soon as the beats have been killed

DAIN SECTION

A panel is blocking the stairs which lead up. Press the button to remove the panel. There's one illusionary wall which leads to a teleporter.

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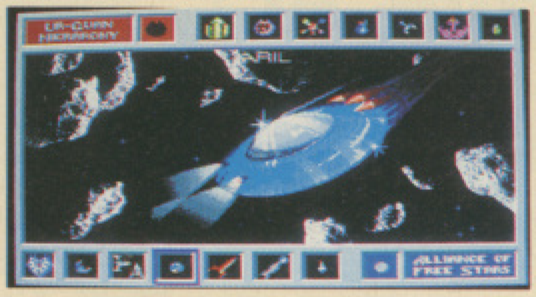
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PLAY TO WIN





STAR CONTROL

Star Commander, Mark 'Twikki-Kryton Head' Patterson brings you confidential secrets of the Alliance and Hierachy ships.

UR-QUAN DREADNAUGHT
This ship is capable of destroying almost any Alliance craft. Remember that each fighter launched costs one crew member; it's easy to get carried away and leave your ship with a skeleton crew. The only serious threat comes from the Earthling craft.

MYCON PODSHIP
Even though this ship comes with a large crew and lots of fuel, it can only fire its weapon twice without re-charging. The plasma balls it fires can be destroyed by shooting, or by shields. Run if none of the options are open to you. It has trouble against the Yehat fighters.

ILWRATH
Providing you can remember where you are, the Ilwrath's cloaking device is invaluable. Sneaking up on an enemy craft is better than a frontal assault. Chenjesu craft are particularly useful against this.

VUX INTRUDER
Be careful when using the Vux's laser. It drains energy incredibly fast. When facing an enemy with a short range weapon wait for it to close in before releasing a cluster of limpets and opening up with the laser.

SPATHI DISCRIMINATOR
The Spathi is the weakest Hierarchy ship. Its speed and rear-firing missiles are its only advantage. Fly past the enemy at close range and fire missiles in groups of three; it's the only way to win with this ship.

ANDROSYNTH GUARDIAN
The only use for the Androsynth's main weapon is defense. A cluster of bubbles will deter any close attacking enemy. Comet mode is best employed at close range as nothing can out-run it. The Mmrnmhrm in heavy laser mode has no trouble in knocking out the Androsynth comet.

UMGAH DRONE
By keeping its anti-matter cone active it acts as a shield as well as a weapon. Only Chenjesu and Mmrnmhrm (yes, we have spelt it right!) craft are capable of firing around the anti-matter cone.

CHENJESU
By launching two D.O.G.Is at the start of a battle, a Chenjesu can successfuly disable most enemy craft. Never let the opposition get in close. The Vux stands the best chance against this ship.

YEHAT
With its shields and duel cannons, the Yehat can destroy most larger craft. Fire the cannon in short bursts so you're left with enough fuel to activate the shields. Very good against the Mycon podship





GENERAL No ship is completely useless. Exploit enemy weaknesses such as speed and turning rate. The Heirarchy have the best ships, but the Alliance ships can be very effective if used tactically. Slow ships like the Chenjesu and the Dreadnaughts can't pull away from a planet's gravitational field, so be careful.

MMRNMHRM


Against a slow enemy the Mmrnmhrm can stay in fast mode just using its homing missiles. For tougher opposition the heavy laser is extremely effective. The Androsynth is the best ship to send against this craft.

ARILOULALEELAY
By utilising its homing laser, warpdrive and teleporter, this ship can be very potent. The best tactic is to fly in fast then open up with the laser, teleporting out as soon as the enemy reacts.

SYREEN
Attacking an enemy ship using the Syreen's laser is futile. Attempt to hypnotise the crew, collect them, then attack. Running away is usually the best tactic for this craft. Avoid the Ur-Quan Dreadnaught at all costs.

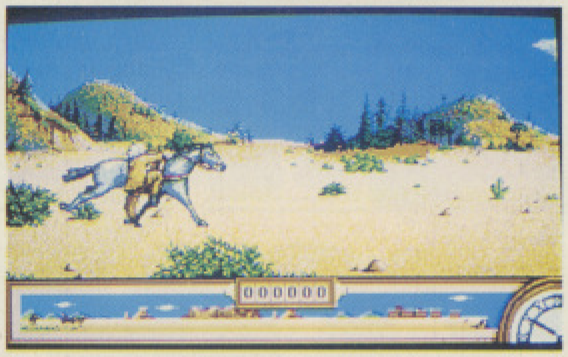
EARTHLING CRUISER
This ship stands the best chance against the Dreadnaughts. Its defensive laser is capable of knocking out the Ur Quan fighter. Distance is the best tactic as its long range missiles are both powerful and accurate.



SHIFOXTI
Forget winning a battle by using this ship's laser. Use its speed to get in behind the enemy then detonate.

BACK TO THE FUTURE III





Type these in during the story before the levels starts...

Level 1: Rotten Cheat
Level 2: Lousy Cheat
Level 3: Low Down Cheat

...to get infinite lives

NIGHT SHIFT

Working the *Night Shift* isn't easy, so for those of you having trouble getting off the first few levels here are some codes.

Level 2 Cherry Banana Banana Lemon
Level 3 Banana Cherry Pineapple Plum
Level 4 Pineapple Lemon Pineapple Pineapple
Level 5 Pineapple Pineapple Lemon Cherry
Level 6 Cherry Plum Plum Pineapple
Level 7 Cherry Pineapple Lemon Banana
Level 8 Pineapple Banana Pineapple Cherry
Level 9 Pineapple Lemon Lemon Cherry
Level 10 Lemon Banana Plum Plum

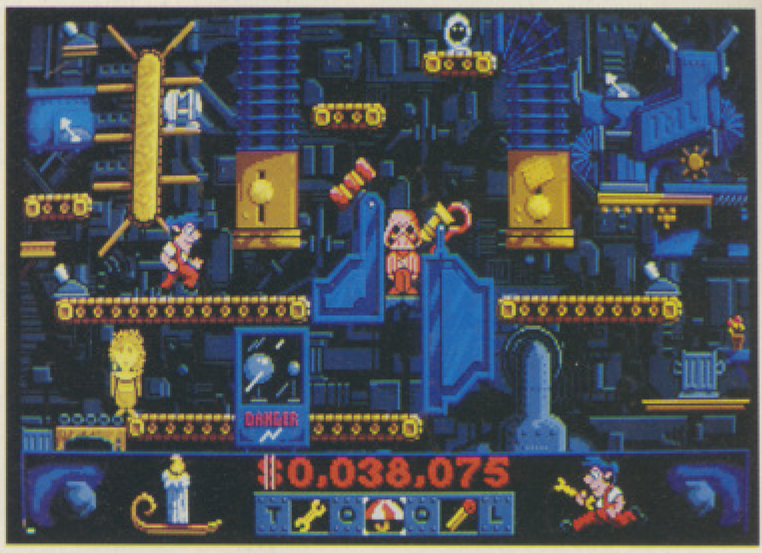
SCI

Ocean's follow up to *Chase HQ* is wreaking time- limited havoc on computers everywhere. By typing IN A GARDEN IN on the title screen you can give yourself bags of time by pressing T during the game.



SILKWORM

How about infinite jeeps and helicopters on Mastertronic's excellent budget re-release? Call up the option screen and type in SCRAP 29 (with spaces) then start the game as usual.

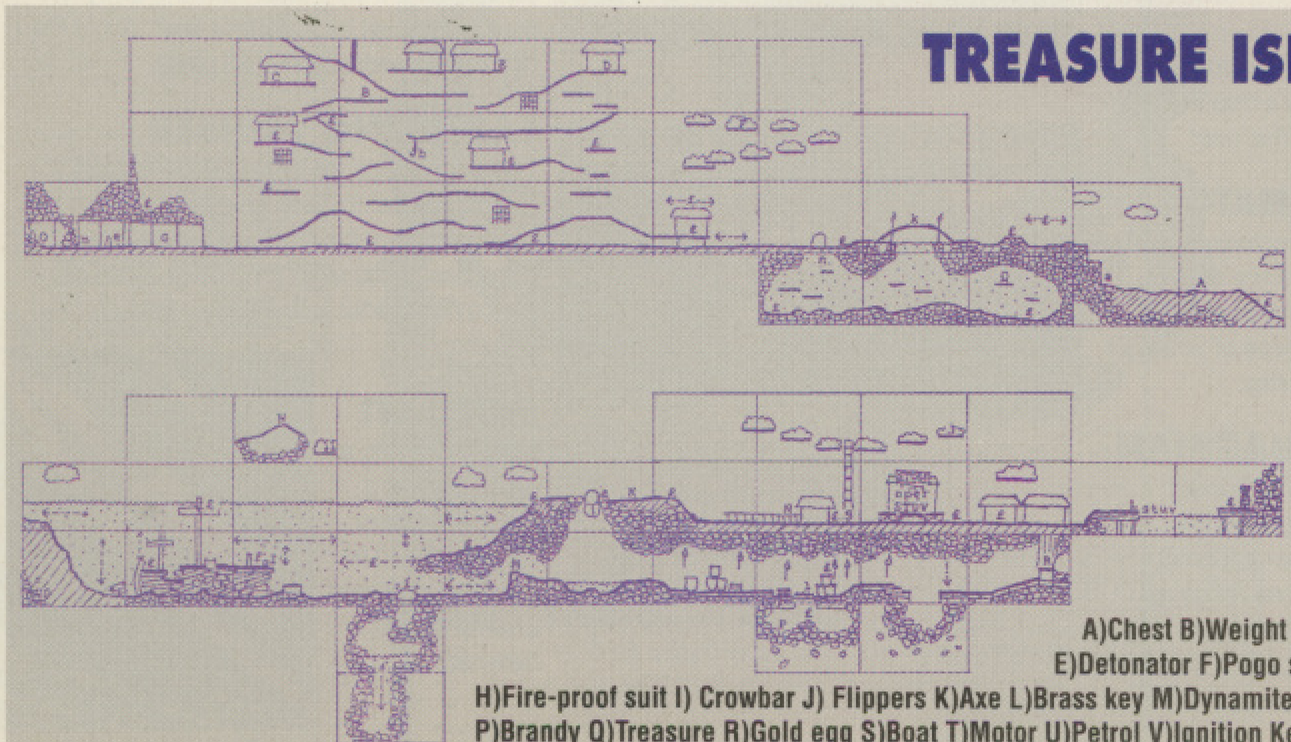




NITRO

Strike back against the opposition in Psygnosis' twin player race game. Enter your name as MAJ on the high-score table to get bags of fuel and money.

TREASURE ISLAND DIZZY



Judging by the amount of enquiries Helpline gets for this game everymonth it seemed about time we printed a map. So here it is, mapped and drawn by Flemming Lauritzen from Norway.

The £ signs show the location of the gold coins, thirty are needed for the boat tax at the end of the game.

A)Chest B)Weight C)Snorkel D)Spade E)Detonator F)Pogo stick G)Magic Stone H)Fire-proof suit I) Crowbar J) Flippers K)Axe L)Brass key M)Dynamite N)A Bible O)Gold coins P)Brandy Q)Treasure R)Gold egg S)Boat T)Motor U)Petrol V)Ignition Key





CAPTIVE

THE FOUR SQUARE CIRCLE MOVE

Use this against slow enemies. Get round the side of a group of bad guys and close to within four spaces. As they turn towards you, sidestep and turn to face the square you just left. Wait for them to move into that square then open fire. Repeat this move until all the bad guys are dead.

THE BIG SQUARE CIRCLE TACTIC

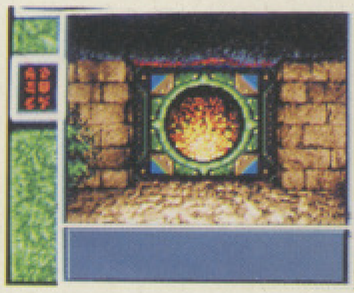
Move three squares away from the enemy then turn and fire. Circle around them using this move.

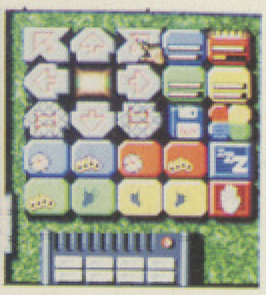
CRUSH-UP

Groups of monsters can be crushed if you land on them when you go down a ladder.

SHOT IN THE BACK

Occasionally you come across monsters guarding ladders. Once they spot you they pace up and down the ladder making it impassible. Drop a camera near them and run away while keeping an eye on what they're doing. Wait until the monster has gone up the ladder then run towards him firing constantly.





You'll need to use this tactic in the space station.

SUICIDE

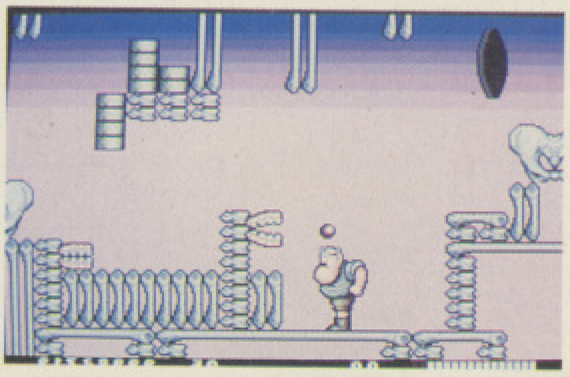
Monsters will quite often end up shooting themselves, especially if they're lined up. Tanks, which are difficult to destroy head on, usually bounce their shells off walls and back on to themselves.

Z OUT

This is probably the easiest-to-use-cheat ever. Press J at anytime during play to skip levels. J and K together for infinite lives. More of a bug than a cheat wethinks.

MONTY PYTHON

If you're having problems with your grannies, cheeses and keep left signs in Virgin's *Monty Python* try entering your name as SEMPRINI on the high score table. You should now restart from the level you died.



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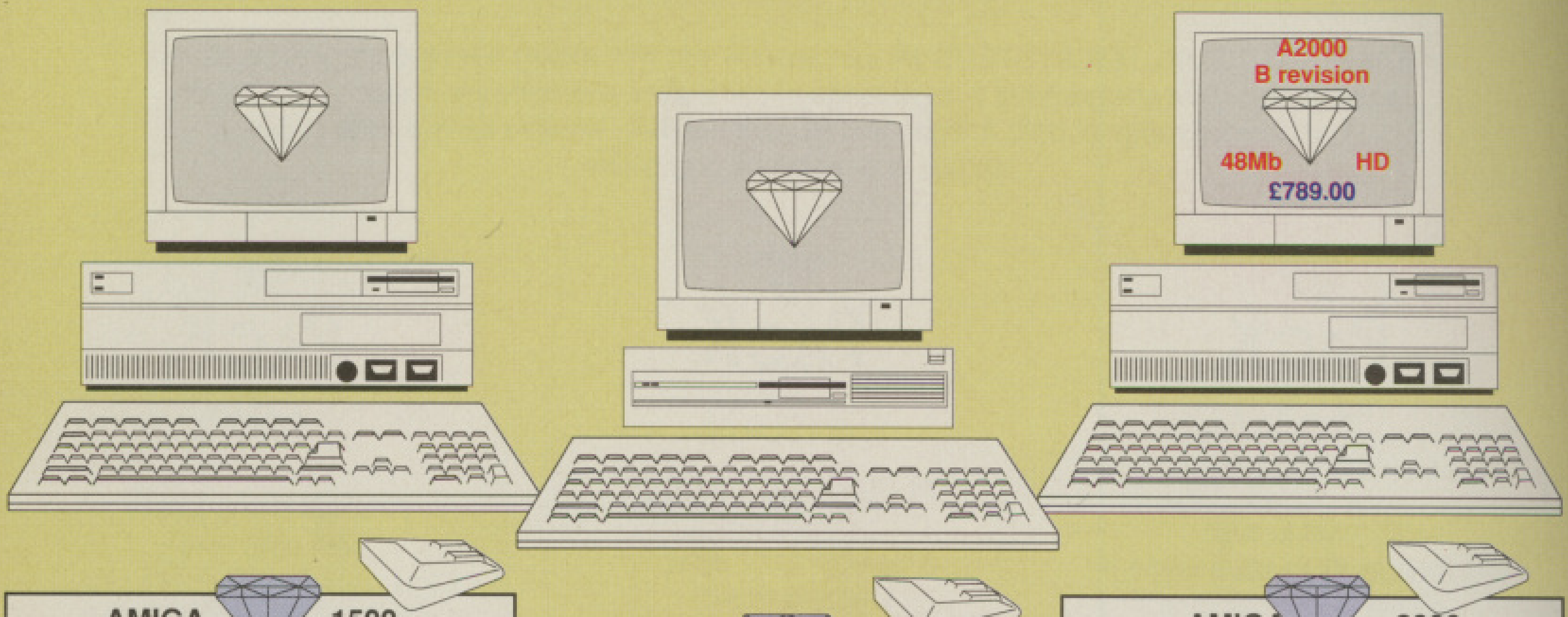
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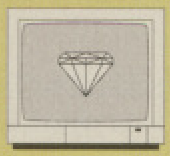
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HELPLINE

ENQUIRIES

KING'S QUEST 1
I know that somewhere in this game there is a pouch full of diamonds, but where? Please help me.
Peter John, J1

GOLD OF THE AZTECS
I can't get past the second screen on stage two. Could someone please help me with this by giving me a poke for infinite lives or tell me how to succeed?
Hans Rudgvist, J2

CARTHAGE
Can anyone help me? I just can't get my armies into confrontation.
Rupert Lotherington, J3

FANTASY WORLD DIZZY
I can't get past the first dragon. I can get past the Armorog but not the broken bridge. I've searched the castle for objects but can't find anything. Is there a cheat?
Philip Aylward, J4

TOTAL RECALL
Can someone put me out of my misery? I have reached level three but I keep getting shot. Any tips or cheats would be greatly appreciated.
Alex Franklin, J5

Z-OUT
I can get to the guardian at the end of the level three, but when the circle of bullets comes out I don't know what to do. Will somebody tell me how to kill him?
D. Gefen, J6

DRAGON'S LAIR
I have been playing *Dragon's Lair* now for ages. Unfortunately, I can't get past the first set of rapids after the whirlpools on disk three. Help!
Carole Kerr, J7

FIGHTER BOMBER
Here's a fighter pilot in need! Could someone tell me how to lock the Maverick missiles? The 'S' key only locks Sidewinders. Please hurry or I'm going to get shot down.
Dave Maverick, J8

AWESOME
After playing *Awesome* for the last couple of weeks I have managed to reach the first planet, but can only manage to get halfway to the second. A cheat for infinite energy would do nicely.
M. Holliday, J9

ROBOCOP 2
I need a poke to complete this game, it's just so hard. Please reply as I would like to complete it.
Lee Carbert, J10

EVERYTHING BUT THE KITCHEN SINK 2
I am having a bit of trouble with a few games. Here's the list: *Ghosts 'n' Goblins, Skweek, Pac-Mania, Dan Dare 3, The Lost Patrol* (I already know what to do at the first village, but a cheat for not losing your men would be nice) and last of all, everyones favourite game, *Hollywood Poker Pro* (I know a cheat which says when the drive light goes out reset, but I don't find the first two ladies any easier).
A Fanatical Gamesplayer, J11

BAT
I am having trouble with Ubi-Soft's brilliant adventure, *BAT*. After many hours of play I seem to be at a dead end. I have got Lydia as a companion, but I cannot get into the derelict building, The Xifo club, the airlock or into Criso Kortakis's building. After traversing the city many times, I cannot find any way to get into the above places and I am becoming desperate for help.
Karl Williams, J12

XENON 1 & 2
I am looking for a cheat for both the Bitmap's *Xenon* games.
Bob Waters, J13

MAD PROFESSOR MARIATI
Is there a cheat for more lives? We can get to the Mystery Lab, but it's not long before we're sent to the loony bin!
Bob's mum, J14

TV SPORTS FOOTBALL
This is a good game but the length of the matches (1 hour) puts me off. Is there a cheat or poke or something I can type in to make the matches go for at least half the normal time?
Jay Goodley, J15

OOPS-UP!
I've got all the codes, but I'd like infinite lives and time because even with the codes it takes ages to load in the hi-score table, and get back into the game again. Yawn!
T. Hughes, J16

STRIDER II
This is one hard game as it sends you back to the beginning of the level when you lose a life! Infinite energy or level-skip please – I can't get off level 2!
T. Hughes, J17

BEACH VOLLEY
I am at the end of my sanity trying to work out some form of level skip for this game. Can anyone help?
Tom Garside, J18

NEBULUS 2
I have a cheat for *Nebulus* but now this sequel has come our which is even harder. I'd appreciate any cheats or hints.
Paul Jones, J19

LAST NINJA 2
When the game starts, I go through the curtains, behind the instruments, into a room. Once I've killed the man in there I'm stuck as I can't get out of the building. Has anyone got a cheat or a level skip?
Leon G., J20

UNREAL
Could someone please give me a cheat for infinite lives? The game has some tasty graphics, but we can't get past level two.
Jonathan Carman, J21

KID GLOVES
I've got to the 23rd level of this game without the cheat on. I'm now finding it

hard going, so a cheat would come in handy.

James Kaye, J22

RUFF AND READY

I am stuck on level 2 in the space adventure. Has anyone got a cheat for infinite lives?

Robin Bates, J23

TORVAK THE WARRIOR

This game's just so infuriating! I need an infinite energy cheat, preferably one that doesn't make you jump back when you're hit.

T. Hughes, J24

RESPONSES

TURRICAN (G26)

When on the high score table, type BLUESMOBIL (no spaces) for 99 lives and full equipment.

Andrew Barnes, Northampton.

PLAYER MANAGER (G25)

Here are some hints on gaining money. I have earned over 55,000K by using these methods!

1. Buy a few young, cheap players and keep them in the squad for a whole season. Next year, their price will have increased and you should have no trouble selling them for a huge profit.
2. Only buy players with very high agility ratings, as this effects all their other attributes. If agility is extremely high (about 200), expect the player to become an excellent footballer – given a season or two.
3. Try and keep in the Cup as long as possible, as this is one of the best ways to gain plenty of money. Even if you lose in the finals, you will still receive the gate receipt money. Of course, winning looks a lot better on your season records.

S.N. Hardy, Sheffield.

LEISURE SUIT LARRY 3 (G23)

When you receive your divorce papers, read them, and you find that Suzi's spacecard falls out. You now get more points than you would do if you gave the divorce to Patti without reading them before hand.

As for Chip 'n' Dales, you must go there before entering the Bamboo forest. Walk up to the door and talk to the man. Give him your tips you took from the piano and he will let you in. When inside, sit down at the empty table and watch the show. Throw your panties to Dale. When he sits down at your table, talk to him and follow the line of conversation.

Jamie Wheatcroft, London.

TEENAGE MUTANT NINJA TURTLES (G19)

Here's something that might help. When entering the protection routine, type 8859 first time, 1506 the second, and the correct number the third time. Now, you'll find that HELP toggles invincibility on/off. If you lose a turtle pressing HELP restores all of them to full energy, even dead ones.

Andrew Barry, Northampton.

JAMES POND (H3)

The sunglasses are at the bottom of the boat on Level Three. There's a narrow passage which goes down into a corridor which is where you'll find the glasses.

The cheat: Try typing in JUNKYARD (followed by a Return) while playing the game. In play, hitting Return will give you a protective fairy. Hitting 'D' will make the locks disappear off the next mission pipes.

Phillip Goodchild, Westcliff-on-Sea.

CORPORATION (H4)

To call up the psychic powers you must first be controlling a human agent. Click onto the head part of the damage display indicator (on the left). Up pops the strange three-eye icon. The psychic powers are controlled in much the same way as the casting of spells in *Dungeon Master*. You may click on each eye three times, the first eye has three positions that dictate the strength of the effect: 1. weak, 2. medium effect, 3. strong effect. The second eye says whether the effect is: 1. good, 2. bad. The third eye says whether the effect is: 1. on you, 2. near you, 3. far away from you.

Finally, you must click the arrow underneath to cast the 'spell'.

Chris Horton, Lichfield.

RICK DANGEROUS (H9)

Enter your name as POOKY for a level select screen.

D. Heathfield, Southampton.

HOW TO USE THE HELPLINE

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to : **Play to Win Helpline, CU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a *separate* sheet of paper. If you send in a response but have an enquiry too include them on separate sheets. That way we can file everything in neat alphabetical order.

HELPLINE

CU's adventure and RPG guru, Matt Regan, offers handy tips and advice for hard-pressed game-players everywhere.

INTERACTION

Welcome to this month's Adventure Helpline. The big news is the imminent release of *Bard's Tale III* on the Amiga, which looks set to repeat the success of the earlier games in the series. I expect to be deluged with requests for help, so I'll start playing it as soon as it arrives!

Eye Of The Beholder arrived too late for review this issue, but I've played it a little. I'm happy to report that it more than lives up to expectations! Another great game released this month is *Monkey Island*, which is the funniest adventure since *Fish!* in my humble opinion. Don't miss this excellent Lucasfilm game.

The sim front is a bit bleak at the moment, but it will no doubt pick up soon – like the adventure market, it tends to come in spurts. *Midwinter II* seems to be a vast improvement over the first (which was hardly a bad game!), with dozens of missions and modes of transport to pick. Anyway, let's get on with the questions and answers, as there are lots to get through.

INPUT

LEGEND OF FAERGHAIL

Kevin Hornsby of Scunthorpe is in a real state with this *Bard's Tale* clone. He's got the gem, the Corona, and the Keystaff, he's put them together to form the Staff, but can't work out what to do with it! Can anyone help?

BLOODWYCH

People are still playing this RPG from Mirrorsoft, and Paul Hardy of Sheffield is stuck! He's entered the Moon Tower, climbed a flight of stairs and gone into a large room. Unfortunately he can't get out of it! Two pillars block the exits, and he's run out of ideas about how to get ahead. He pleads for some help!

OOZE

Another person desperate for advice is Mark Lewis of Tredegar, Gwent. He want any advice at all, as he says that he can't get anywhere at all. He also wants to know the answer to the riddle in the early part of the game. Does a successful adventurer out there know the answer?

POLICE QUEST II

Poor old James Anson of Selby, North Yorkshire; every time he goes down into the sewer he dies because of breathing poisonous gas. Is there a gas mask or something similar to protect him? If you know, please write in because James says that his head hurts through trying to think of a solution!

ZAK McKRAKEN

Stephen Quinlan of Dublin is another person who just can't come up with the answer he needs. He's stuck in this great adventure and doesn't know how to proceed. He has collected the blue and yellow crystals but can't win the lotto game. Does anyone know how to do it?

OUTPUT

MANIAC MANSION

Corey Hume of Tasmania has come to the rescue of Simon Brown who couldn't get past Weird Ed. Smashing the piggy bank to reveal the dimes usually attracts his attention, and while he's escorting the vandal to the cells another character can grab the money. Then play the Meteor game in the arcade, and the highscore is the code to the secret lab!

OPERATION STEALTH

Bruce Millar of East Lothian is stuck at the very beginning of the game. Having collected the coin he's tried to forge a passport, but the official won't let him past! Come on, Bruce, this one's easy. Use the coin to get a newspaper, read it to find out which country's in favour at the moment, then forge a passport of that nationality. No sooner said than done!

RPG ADVENTURE ADVENTURE

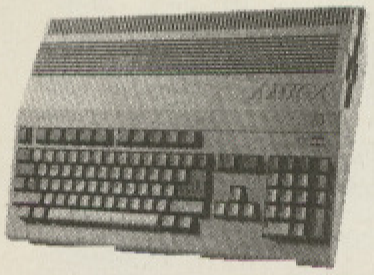
HOW TO USE THE ADVENTURE HELPLINE

Write to me, Matt Regan, at Adventure Helpline, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, with your problems and any useful hints you can give in response to those readers languishing in these pages! Make sure you include your full name and address, and I will do my best to get back to you personally.

DUNGEON MASTER

Ricky Jackson from Lichfield, Staffs, is having problems on level seven – he can't open the second force-field door. Well, that's because you need the next Ra key, and collecting them is the whole point of the game. They are scattered around the dungeon and give access to the Firestaff, the only Magic item capable of defeating Lord Chaos. So descend and keep hunting, Ricky.

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A to Z

AN A TO Z OF CLASSIC GAMES


One of the best conversions of all time, Graftgold and Ocean's Rainbow Islands is probably the ultimate platform game for the Amiga. It has got addictive gameplay, cutesy graphics - everything, in fact!

IN THE SECOND INSTALLMENT OF OUR TWO-PART FEATURE, CU TAKES A STROLL DOWN MEMORY LANE AND LOOKS AT SOME OF THE BEST AMIGA GAMES.

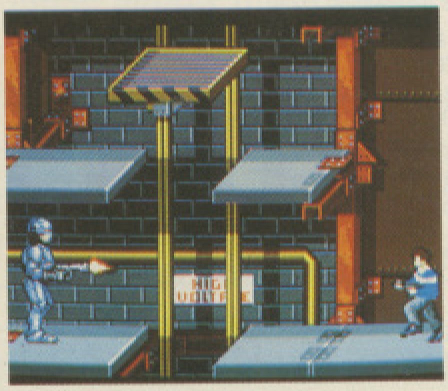
RAINBOW ISLANDS

Unfortunately, this brilliant coin-op conversion was held up after wrangles between, Microprose and Taito. After a while, though, Ocean secured the rights to release Graftgold's conversion and the game won much critical acclaim. The sequel to *Bubble Bobble*, *Rainbow Islands* is a cutesy platform romp with plenty to see and jump over. With seven large levels, and numerous hidden screens, this is the ultimate platform romp and is an essential buy.

RICK D II

Microprose's square-jawed hero returned last year in another five levels of mayhem. Armed with a laser and a few explosives, Rick encounters all manner of Flash Gordon-esque creatures and robots as he attempts to reach the elusive Fat Man. It's basically a slightly touched up version of the first game, but, even so, it's one of the better platform titles.





ROBOCOP II

That popular metallic law enforcer returned in a seven-stage blast comprising a number of game styles. In terms of gameplay, not a lot has changed since the first game, but programmers, Special FX, have tweaked the playability and the graphics are superb. In all, a fine film tie-in. Arresting fun.

ROCKET RANGER

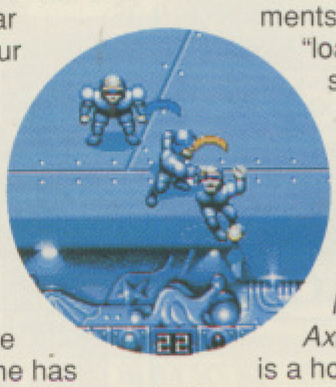
Another classic from the Cinemaware fold, and probably their best release to date. Not quite as polished as, say, *It Came*, *Rocket Ranger* is an all-action race against time which hasn't dated one bit. The sub-games get progressively harder, ensuring that the game isn't a walk-over, and it has that elusive 'one more go' feel which so many games lack.

SIMULCRA

Another from the Graftgold stable, *Simulcra* is a fast 3D shoot 'em up wit a series of matrixes to complete. This involves taking out a group of generators, but the addition of force fields and enemy planes and tanks makes things harder. By no means a classic, but a fast and furious blast.

SPEEDBALL II

This sequel to the classic *Speedball* far exceeded our expectations, with its superb graphics and advanced features. Every aspect of the original game has been improved upon, with the addition of a larger pitch, faster scrolling and a managerial option. In a nutshell, probably the best all-round game for the Amiga.



SUPER HANG-ON

OK, so it's knocking on a bit now, but there are still very few race games that can touch this. The graphics are large and clear and the track detail and update have so far been unrivalled. There are a large number of tracks to work your way around, and *Super Hang-On*'s age and playability ensures that it is a renowned classic.



SWIV

An odd title, but a superb shoot' em up. Imagine Virgin's brilliant *Silkworm* viewed from overhead with a number of new enhancements. Featuring a superb "load as you go" loading system, *SWIV* is easily Storm's best game yet.

TORVAK THE WARRIOR

Drawing ideas from *Rastan* and *Legendary Axe*, *Torvak The Warrior* is a horizontally-scrolling beat 'em up with an axe-wielding muscle man as its star. Guiding Torvak you must hack your way through several stages worth of baddies until you reach the final guardian and the end of the game. The graphics are of Core's typically high standard, and the gameplay is simple but enjoyable.

TURRICAN II

Turrican returns for another epic of destruction. This sequel sports better graphics than that of the original, with shaded backdrops and a



wider variety of aliens, but the basic gameplay remains intact. One of the best Amiga shoot' em ups ever.

UNREAL

A quest for justice, a burning sword and a muscle bound hero are the main ingredients of this arcade/adventure. Puzzles and sword swinging action make up the gameplay as our hero travels through many different lands. A side serving of samples and fantastic graphics help round off an arcade adventure which no fan of this style should go without.



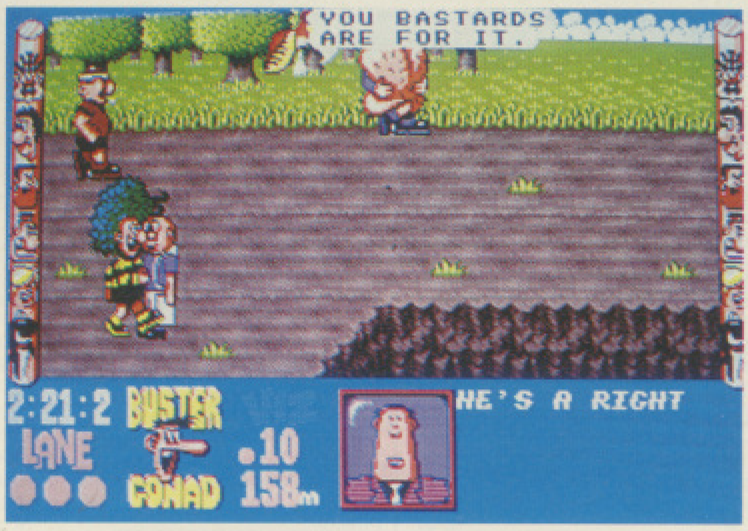
ULTIMA V

The most recent addition to the Amiga side of this series, *Ultima V* takes the game environment to it's most detailed level to date. Programmed by Lord British, this is the best *Ultima* yet. A game which shouldn't be missed by any fan of this series.

VIRUS

The first real Archimedes game hit the Amiga with a bang. Though slightly slower, the Amiga version retained all the features of its Archie predecessor. Visually and aurally stunning, the only difficulty comes with controlling the





peculiar craft you're given. That aside this is one weird shoot 'em up.

VIZ

Almost too recent to become a classic, *Viz* takes computer toilet humour right round the U-trap. Profanities, smut and lewdness abound in race off between three of Viz's most successful characters. Over eighteen's only, it's a game *Viz* fans can't afford to be without,

WINGS

Cinemaware's tribute to the the World War I pilots is a brilliant showcase of their usual graphical finesse and is coupled with three playable arcade sequences. As you earn your wings and progress through the ranks, the game gets harder as the Bosch step up their operations and the game's longevity is suitably extended.

WARHEAD

Fantastic was the word used to describe *Warhead.* Glyn William's 3D space arcade/strategy/simulation has you zipping around doing your damndest to save Earth from being conquered by aliens. A total of 39 missions and some of the most bizarre characters you'll ever meet in a computer game add up to one of the best space related games on the Amiga.

XENON II

The follow up to the Bitmap's ground breaking *Xenon* was a mega hit. There's more bolt on weapons than most people have fingers, tons of levels and thousands of aliens to kill in a shoot 'em up which dominated the charts when it was released.

X-OUT

Z-Out's baby brother has you facing off against an underwater armada in a game none too different from *R-Type*. You start by spending cash equipping your ship from the huge range of available weapons then launching into a superb blast with loads of action.

Y

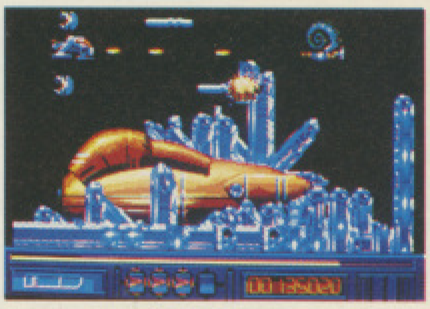
Why, oh why, oh why, aren't their any decent games beginning with Y?

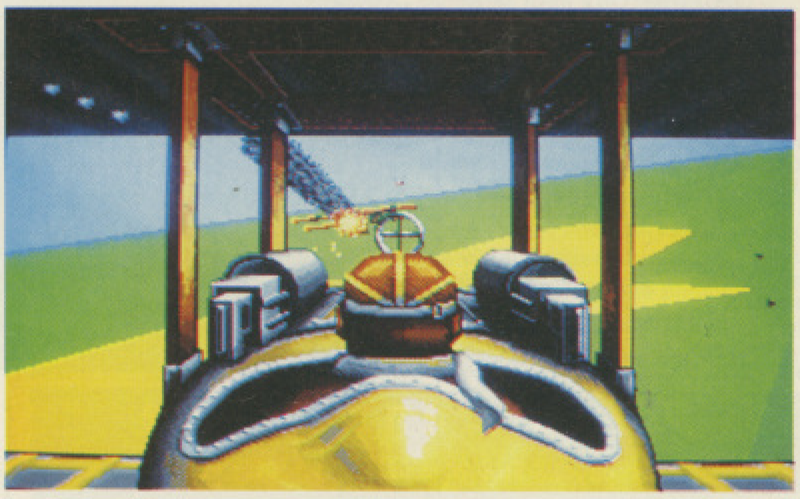
Z-OUT

The follow-up to the excellent *X-Out*, *Z-Out* is another six levels of frantic action. As can be expected, there is plenty to see and shoot and lots of extra weapons to collect, and the attack waves come fast and furiously. A good shoot' em up which is far from original but extremely playable.

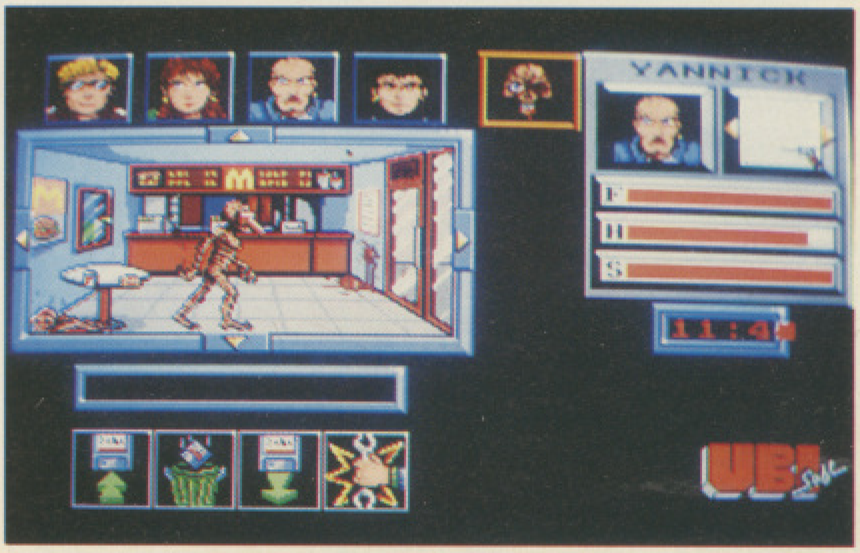
ZOMBI

Based on the Supermarket scene in Romero's Day Of The Day, Ubisoft's *Zombi* won much favour in the splatter movie community. You're four strong team have to overcome hordes of undead in an attempt to gain fuel for their down helicopter. With plenty of plays on modern commercialism, *Zombi* is an excellent arcade adventure





Up, up and awaaaaaaaaaay, with Cinemaware/Mirrorsoft's three-stage World War I saga, Wings.



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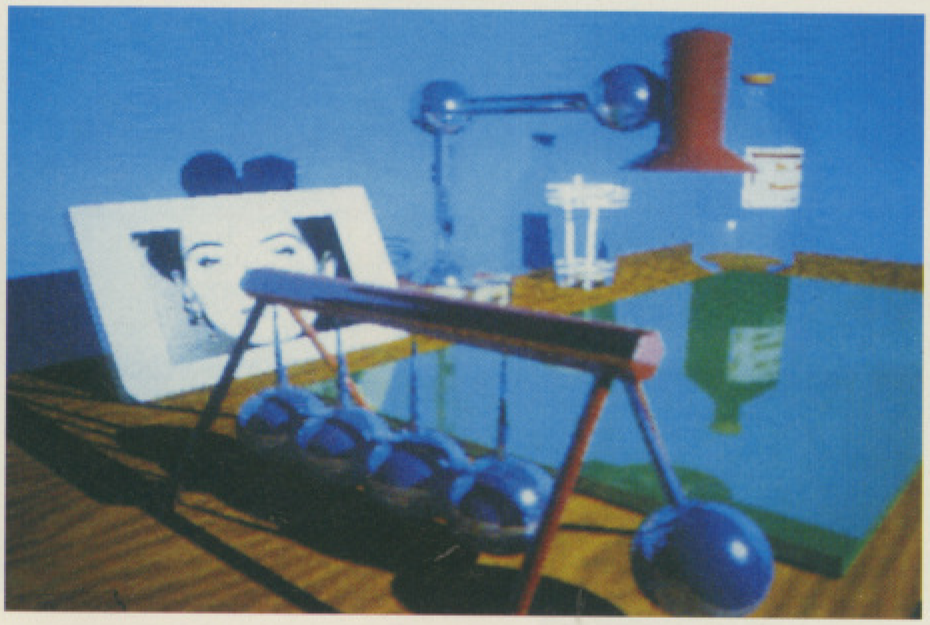
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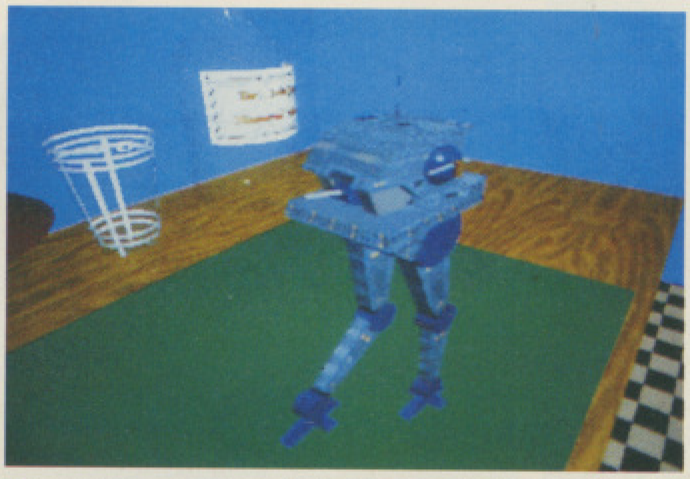
DEMOS

Fiona Keating's essential guide to Public Domain, your chance to win a hundred free PD disks, plus the usual round up of all the latest shareware releases.



They came from hell, it proclaims! Schlock horror with a vengeance in this well put together disk. Rotund men show their positive and negative sides, as well as a truly gruesome picture of Michael J. Fox. You have been warned! Not to be seen unless at the full moon or with a necklace of garlic for protection. Available from ADS PD No. 236. 1 meg needed.





Some extremely competent animations from Tobias Richter, available from ABOTS (No. 37). Playing and recreating those executive toys with irritating silver balls which have a knock-on effect. Cause and effect, don't ya know. Good choice of colours and shadows in a setting of what looks like a school chemistry lab, complete with bottles of chemicals and wooden benches. The photograph of a mysterious woman lurks in the background. I wonder why...





Alert the R.S.P.C.A. quick. In this disk from Sector 16, Animations No. 425, an act of terrible cruelty is being perpetrated. A poor horse gets the wind kicked out of him by a vicious cowboy. The Hoss from Bonanza look

SUPPLIERS' GUIDE

A Bit On The Side: 8 Thorald Place, Kirk Sandall, Doncaster.

ADS PD: 7 Park Crescent, Worthing, W Sussex BN11 4AH

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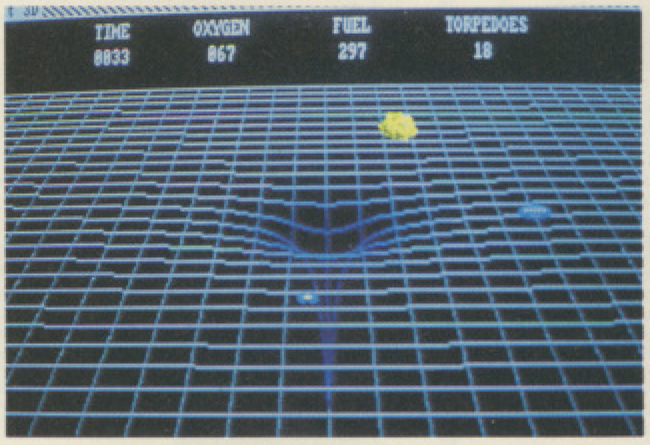


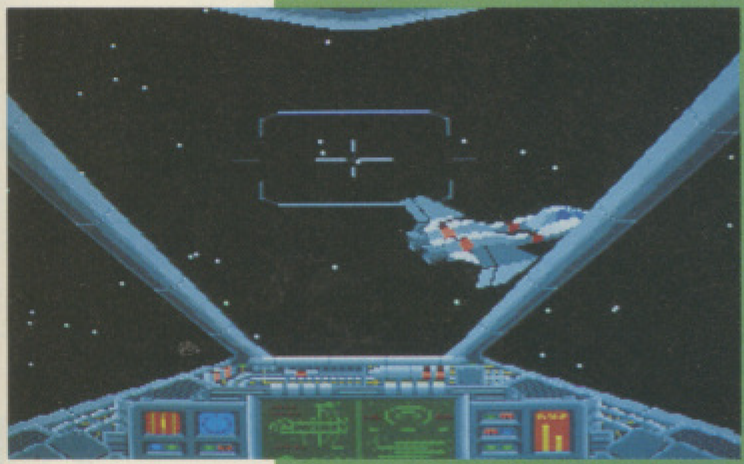




An interesting collection of futuristic visions from ABOTS (No. 830). Spooky atmospheric music complements the wide range of images which include rabid two-headed dogs and the Spanish Armada which is hopelessly outmatched by a laser-beamed space ship. Pathos rules OK as we sob out hearts out for the poor robot who has died just short of the first aid kit. Aahh...

Games Galore from 17 Bit (No. 827) contains seven games, one of the most playable being Ping Pong. This game only works for two players, so have your partner ready. Orbit 3D is also a wizard wheeze. You are the pilot of a small space vehicle in orbit, alongside your Mother Ship, around a large black hole. The object of the game is one of survival. You have torpedoes to aid you destroy the asteroids captured by the gravitational force of the black hole. Stay alive and successfully rendezvous and dock with the Mother Ship.





United Graphic Artists courtesy of Softville, Uanim 9, presents ... A Space Fantasy. A well crafted piece of animation in which space craft float past your bridge. The ships duck and dive, wheeling through the darkness of outer space. There is definitely a feeling of moving realistically through the air. The music accompaniment is well worth turning an ear to, especially for whiling away those lonely hours in the outer atmosphere.

DEMO OF THE MONTH

TITLE: Japan Culture Disk
AUTHOR: N/A
SUPPLIER: ADS PD

Some marvellous images from the land of Karaoke and Kamikaze. The Japan Culture Disk from ADS PD (No. 230) shows scenes of cute kiddies doing calligraphy and an ultra-modern Japanese police box in Tokyo. A strange blend of the high tech world and the ancient art of puppetry and Noh plays.









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1026 BETTA LATEX
1023 HOT GIRLS 2
1022 TOPLESS GIRLS
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1004 EVERY INC A LADY
1080 LIFE'S A BITCH
1084 SEXY SLIDES 1
1086 GREEN DILDO DEMO
1170 SEXY SLIDES 2
135 BEAUTIES 1
139 PLAYBOY SLIDES
215 SHOWER SHOW
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830 QUIZ MASTER
670 MONOPOLY
595 CAVE RUNNER
1209 WACKO IN WONDERLAND
832 AGATRON GAMES
531 BLIZZARD
530 PACMAN
525 TENNIS 1 MEG
509 PARADRIOD
1207 FRANTIC FREDDY
505 DRIP
255 FLASCHBIER
856 XENON 3 ETC
117 MORIA RPG
154 TRACK RECORD 1 MEG
534 GAMES DISK 1
1179 CHESS ETC
1184 MASTER MIND ETC

UTILITIES

941 ART OF VIRUS FREE
659 ESSENTIAL UTILS 1
1206 MANDLEBROT MAKER
567 NOISE TRACKER ETC
152 QUICK BASE
312 WORD WRIGHT
337 ULTIMATE UTILS
334 LE' COPIERS
613 202 UTILITIES
341 57 UTILITIES
1043 MVK V20
336 FULL FORCE UTILS
342 ACU UTILS 22
1208 DATABASE WIZARD
1078 ESSENTIAL UTILS 2
1099 PRO TRACKER 1.1a
1202 RSI DEMO MAKER
1146 ICON MAGIC
1180 AMIC
1159 RED DEVIL UTILS 6
1158 RED DEVIL UTILS 7
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TOP TEN

1078 ESSENTIAL UTILS
1099 PROTRACKER 1.1a
1079 TO KILL A MOLE (16)
1209 WONDERLAND
1202 RSI DEMO MAKER
659 ESSENTIAL UTILS 1
1206 1162 HOME UTILS
1117 BUDBRIAN 2
1043 M V K V.2
1064 LETTRIX

MUSIC

1081 KICK SQUAD 1 MEG
1087 GLIDESCOPE 111
1089 SONIX SYSTEMS 4
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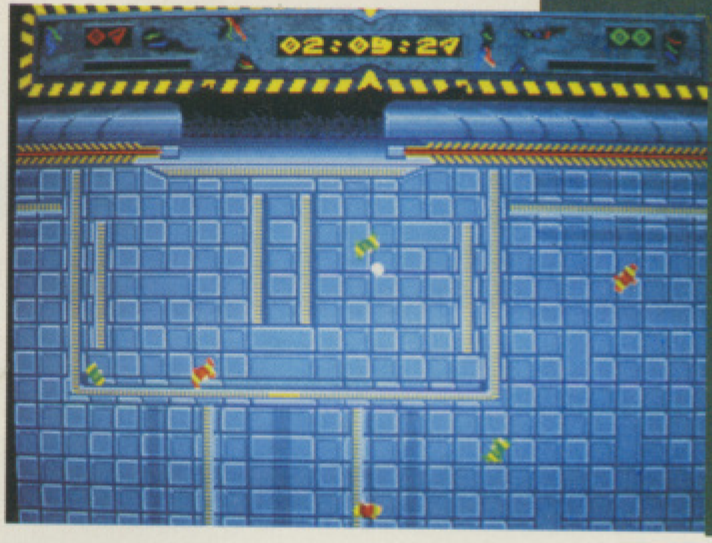
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DEMOS



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From NBS (G199) comes the game of Seven Tiles, which bears some resemblance to Speedball, but not much. This game boasts of having no special rules - you just have to shoot the ball into the opponent's goal. The players look like orange and green ants who play the age-old game of flicking bogeys at each other. Fairly amusing with commendable music and graphics.



For enthusiasts of the classic Hobbit adventures, the Istari Tolkein Slideshow from ABOTS is splendid viewing. Taken from the Tolkein calendar 1990 by Ted Naismith, this disk has adventure-style music and subtle use of colours. Olde Worlde fantasy Gothic days of yore.



A moment of humour and surrealism now. And why not? A.R.C. proudly announce The Juggling Amiga. A humanised Amiga keyboard with red boots which can juggle four balls. Wow!

PD TOP TEN

A-Animation S-Sound U-Utility G-Game M-Miscellaneous

1. Star Trek Megademo - 2 disks, 1 meg A
2. Batman the Movie - 1 meg A
3. Amazing Tunes II - 3 disks, 1 meg S
4. Chaos Rock - 1 meg M
5. Learn and Play - 2 disks E
6. Budbrain Megademo II - M
7. Treasure Island G
8. Nighthoughts - 1 meg M
9. Iraqi Demo A
10. Probe Demo A

Compiled by ABOTS



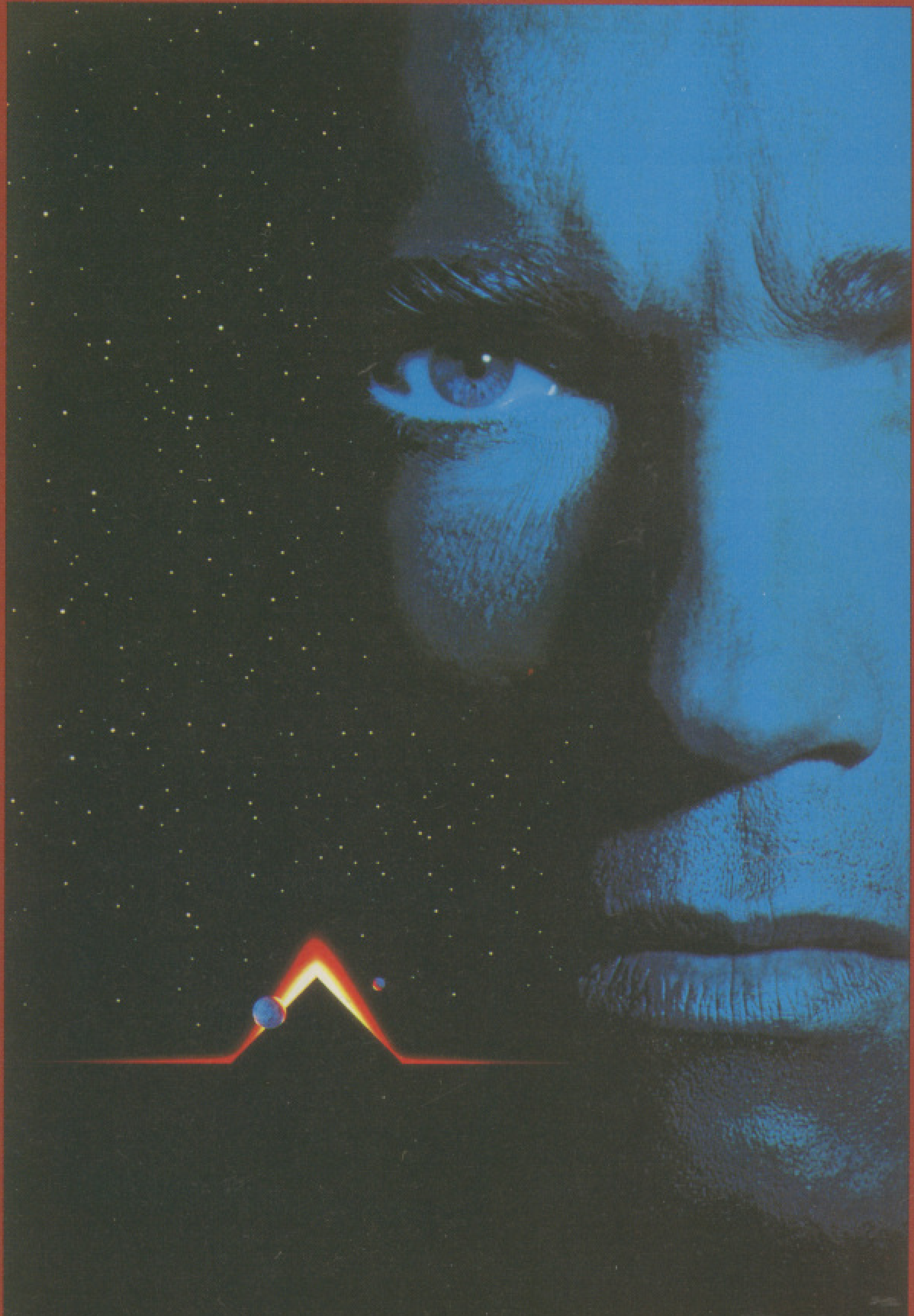


'For gorehounds and blood freaks everywhere' brags this demo from ADS (No. 474). The Gross Out Fx Slide Show is definitely not for the squeamish or to be viewed after a huge helping of goulash. A case of either bad taste or camp humour. One of the pictures depicts a female fashion victim trying to outdo Sinead O'Connor.

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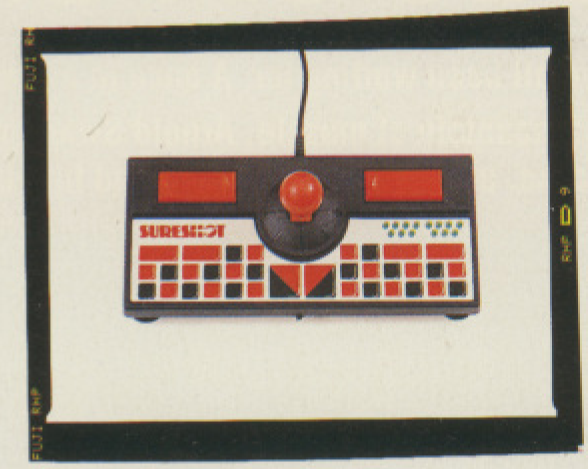
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WIGGLE IT

There's nothing like a joystick review to trigger the double entendre trap. All those short sticks with bumpy tops could turn anyone into Finbar Saunders. But without a joystick most arcade games are as exciting as Porsche without a steering wheel. And few things are more personal than your choice of stick. What kind of a response do you want? And do you want extras such as auto-fire? If so, what kind? All of this makes joystick reviewing one of the most feared jobs in computer journalism. Until the International Organisation For Joystick Standards establishes a test centre, there can be no truly objective method of evaluation. However, hard facts can help your choice. What's the stick's size and general layout? How long is its cord? The action can also be reported with considerable accuracy. And let's not ignore the aesthetics. One of the sticks we looked at was almost too ugly to place near an Amiga! Finally, there's the road test. How does each stick shape up to three distinct types of game (see box), each of which makes specific demands? In an ideal world one stick would win in all categories but that's probably an impossible dream. So in the hope of discovering an almost perfect joystick, let's power up the first program and plug in that nine pin connector... And don't let me hear one 'Fnarr, fnarr.' Okay!



COMMAND MODULE
SURESHOT £17.95

Resembling a rigid plastic, kids' pencil case with a short shafted, knobby handled stick, the Command Module is the biggest joystick on test, though the hollow sound of its base indicates that its size is primarily cosmetic. Six sticker feet ensure stability on a table top: this is not a model for hand holding! The twin fire buttons are similarly oversize letting you really pound away. The stick has a fairly short travel. There's a small autofire switch on the near side of the base; not the ideal position if you want to change mode during play. But the worst thing about the Command Module is the silver trim which even a five-year-old might tear off in disgust. At least its cord is a reasonable 137cms.

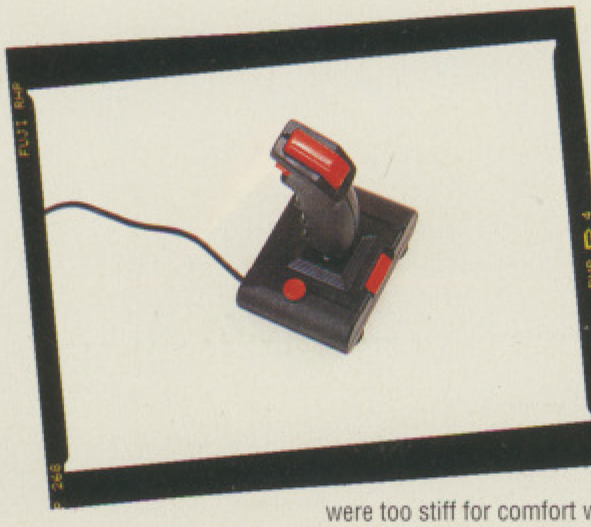
The stubby stick is best suited to jerking around rapidly rather than gliding movements. All the same it proved precise enough for *R-Type* and the large fire buttons were good for frantic firing, though one seemed to fail occasionally. Auto-fire is eccentric, working continuously when a button is pressed but interrupted momentarily by stick movements. *World Championship Soccer* manouevres were fast but not particularly smooth. Surprisingly for such a short stick, a fair degree of speed was possible with *Fiendish Freddy* but it was hard work. Despite the alarming rattling, amplified by the hollow base, construction seemed fairly solid.



CONVERTA
KRACKIN £9.99

This multi-purpose, hand-held and table top stick must have seemed a good idea on paper. Unfortunately the method of achieving its chameleon change doesn't work. The short, contoured grip, which is rather too small for the average hand, protrudes from a baked potato sized base, the bottom of which hinges out so that it can be used on a flat surface. Unfortunately the polypropelene hinges offer too much resistance for the unit to fold up properly and its puny, suction cup feet won't hold it closed or flat on a table for that matter. At least its 150 cms cord is generous.

Then, just when it looked like there wouldn't be anything good to say about this bizarre innovation, its tiny fire buttons, both mounted on the handle, prove just right for R-Type rapid firing. The stick's extremely short travel also made Soccer an odd experience, especially in hand held mode. The best technique seemed to be moving the base and the stick against each other. This gave a real sense of action but clasping it tight for a game left me with cramps in my left hand. The same two-handed approach worked for Freddy, but the Converta's far from ideal for joystick jiggling because of the lack of positive feedback.



FLASHFIRE
KRACKIN £9.99

This red and black stick with its good sized grip and reasonable base with excellent suction cups looks fairly anonymous. The placing of its base fire button to the left of the stick makes it tricky for left handers though. At least it's supplemented by two triggers on the stick itself, though these are too stiff compared with the looser, more responsive one on the base. The stick feels rather stiff but not unpleasantly so, with good centring and positive clicks from the microswitches. And though length isn't everything, the 95 cm cord is well on the short side and its plug looks insubstantial.

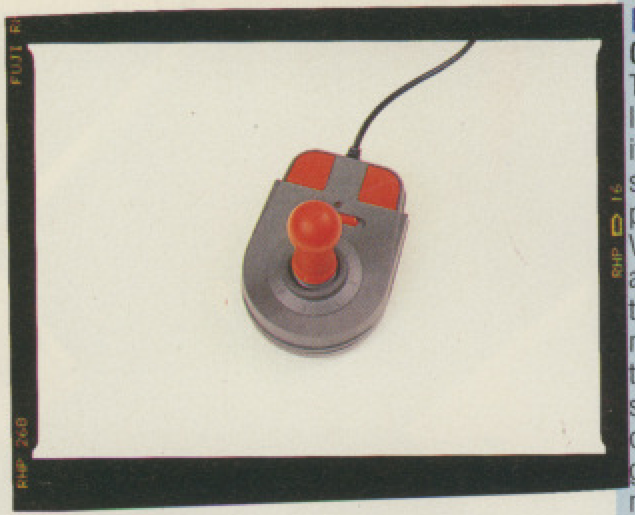
The different response of the fire buttons was particularly noticeable with R-Type. The grip triggers were too stiff for comfort while the one on the base was much better balanced but its placing was ergonomically 'orrid. The stick has sufficient inertia for accurate positioning but not so much resistance that movement is tricky. It proved pleasant for *Soccer* but again the handle buttons were too stiff for accuately timed tackles or passes. The big, healthy grip and nice movement made life easy in *Freddy*.



PROF 9000 DE LUXE
Suzo £16.95

Another rather anonymous black and red number but at least it looks solid. The base is a little large and chunky for hand-held use and its four suckers are too springy to do the job properly. The skinny stick's feel is easy but with a very short travel. However, it's nicely sprung and the fire button on top of it falls pleasantly under the thumb. At the front corners of the base are two more buttons with a similar feel. Depressing and rotating the left hand one changes the rate of autofire. Oddly, you can't have the base and stick buttons active at the same time; there's a selector switch on the bottom. The 140 cm cord is fairly generous.

With *R-Type*, the inability to use all the buttons simultaneously was irritating. However turning up auto-fire resulted in a steady stream of missiles, allowing me to concentrate on manouevres. Here the stick's response proved extremely well balanced. The Prof's easy motion also suited *Soccer* but the short travel seemed to fall very easily into the horizontal, diagonal and vertical positions. While this may be useful with certain games, it wasn't fluid enough for footie. The short travel also counted against it in *Freddy*, concentrating the wiggle action on the wrist rather than allowing me to put some shoulder action into it.



TURBO PRO
Quick Gun £12.95

Classier looking than most of the sticks under review, the Turbo Pro also has a handle that would make a nun blush. It's short, red and rather rude! However the grey, stylishly rounded base sits happily in the hand and the stick has a nicely balanced action with a positive, sturdy feel. It's a little large for handheld play though and doesn't have suction cups but small pads which tend to slide around the tabletop. The fire buttons, on either side of the base are fairly stiffly sprung but very accurate. Below them is a long, slider switch for the autofire, with an LED to indicate if it's on which is a sensible touch. The cord is a rather measly 122cm.

With *R-Type* the soft-touch fire buttons lacked the tactile feedback necessary for building up fast firing speeds but the auto-fire is nicely timed and helped achieve some good scores. Stick action was well balanced too. While a little more movement in the stick might have been nice for *Soccer*, its solid feel encouraged me to really let rip with the wrist action and the buttons behaved accurately. For *Freddy* it was wonderful; fast and just about large enough for furious jiggling. And again the fire buttons' sensitivity ensured accurate timing.



STING-RAY
Logic 3 £14.95

A dramatic blue, handheld stick, styled somewhere between a snub-nosed laser gun and an American car of the fifties, this one is certainly different. There's a single trigger, built into the curved handle which sits comfortably in the palm. The other hand controls the tiny stick which has an easy but very short travel and good centring. Towards the front is a slide switch for auto-fire. The whole thing's completed with a lengthy 175 cm of cable.

While this design's suited to either left or right hand use it's ideal for neither. I'm right handed so that's the one I'd use to hold a pistol. However that leaves me moving the stick with my left. But if I used my right hand for the stick with *R-Type* I got cramp in my fast firing left forefinger! Using autofire helped alleviate this, though it's not the fastest I found. The short stick did nothing for manouevres though. The trigger helped achieve well-timed tackles in *Soccer* but the stubby stick transformed would-be graceful turns into somewhat steppy revolutions. I expected it to be similarly unsuited to *Freddy*'s joystick jiggle but its easy action made it a fast mover.

JOYSTICK OF THE MONTH

CHALLENGER INFRA-RED
Contriver £34.99

This table-top joystick from Contriver looks the business. Its sleek styling made it stand out instantly from all the other joysticks we examined; it wouldn't look out of place on the coffee table next to a copy of Vogue or The Face. The handle grip can accomodate almost any size of hand, and the four suction cups on the base of the machine provide effective stability no matter how much pounding the stick is subjected to during play. There's a choice of fire buttons – two located on the hand grip for the thumb and forefinger and four more on the top of the plastic body. These are positioned to accommodate both right and left-handed players with two buttons on either side. All are responsive and issue positive clicks when depressed. As standard, there's also an autofire switch and a sliding control for adjusting the rate of fire; both highly useful. The joystick's well-sprung with average travel between the microswitches which provides a responsive feel when in use.

The Challenger is also an infra-red joystick and, as such, is battery operated. A small reception unit with a 160cm cord plugs into the usual joystick ports at the back of the Amiga with a small transmitter concealed as an integral part of the main joystick. This gives an extra 6ft on top of the cord length and can operate inside a 45° reception area. Initially, I thought this might be slightly restricting, but in practice the joystick worked perfectly with no interuption of the signal.

The Challenger not only looks good, but it also plays like a dream. The many attack waves and network of tunnels in *R-Type* proved a doddle, and the stick proved to be equally responsive and manouevrable when having a kick around with



Championship Soccer. Even fast-action *Fiendish Freddy*, which normally proves the undoing of many a joystick, put up little resistance.

In all, a first rate joystick, easy to use and extremely portable.

WIGGLE IT



STAR PROBE
Cheetah £14.99

As chunky as a Yorkie, with no fewer than four fire buttons and an auto-fire switch, veteran stick specialist Cheetah's Star Probe is intended for table top use. The fair sized pistol grip is comfortable, in my medium sized hands at least, with its two fire buttons falling under the thumb and forefinger. The auto-fire switch lies between the two base fire buttons, so it's easy to change during a game. There's a feeling of slackness about the stick though and one of the trigger buttons rattled rather alarmingly. The cord is a reasonable 125 cm.

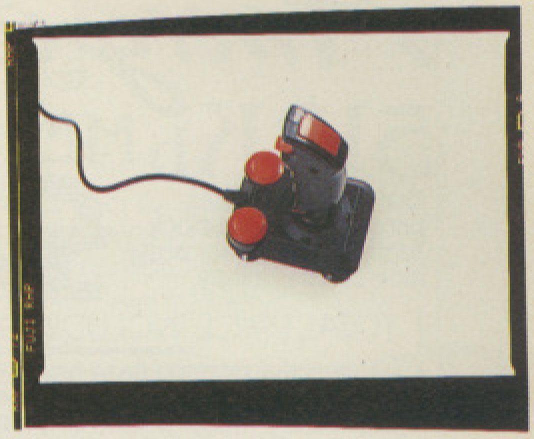
Though the Star Probe looks top-heavy and its action seems rather free, it proved fine for *R-Type*, though some may prefer a little more resistance. Unusually the auto-fire blasts away at a fantastic pace if you leave the buttons alone but pressing them stops it. This was ideal for *R-Type* where you alternate between fast fire and storing energy for big blasts. The chunky handle and easy movement came into their acrobatic own on the *Soccer* pitch, though again it seemed a little too free and rattly to inspire confidence. But *Fiendish Freddy* defeated it. While its jiggle was extremely fast, the fire buttons seemed to give up the ghost from time to time.



ZOOMER
RC Simulation £57.95

Unlike any of the other sticks, the Zoomer yoke is intended for simulation specialists. Looking like it might have emerged from a plane, though also suitable where handlebars or even a steering wheel is required, it's a hefty piece of kit, 30 cm tall and almost the same across the yoke. The handle itself has reasonable sideways rotation but the vertical axis is considerably less mobile. There are fire buttons on top of each arm of the yoke which have a decidedly soft feel. On the base is a knob to control the rate of auto-fire. There are four suckers to keep everything stable; it might take a bit of spit to encourage them. The cable is almost 300 cms, meaning you can almost sit in the next room while playing!

Hardly surprisingly the Zoomer proved totally unsuitable for the rigours of *R-Type*, foul for football and didn't even submit it to the *Big Top* torture. I've always felt that driving games were badly served by a normal controller. There's no similarity between moving a vertical stick sideways and turning a wheel or handlebars. So I saddled up for Mindscape's motorcycle game, *The Ultimate Ride*, with the Zoomer. Its strong inertia helped me keep on the track, making doing the ton much simpler and more believable. If you mainly play arcade games the Zoomer's cost can't be justified, but if you're a sucker for flight, car or bike simulations it certainly adds a new dimension.



TURBO BLASTER
Computek £10.95

A small-ish rectangular base with suckers makes the Turbo Blaster suitable for table or hand-held use (providing your hands aren't too tiny). But the short, 122 cm cable means you can't stray far from your computer. There are fire buttons on either side of the base and at the top and front of the pistol grip, which is comfortably contoured. The stick's travel is about average and positive, with definite clicks from the micro-switches. The base is marked with compass points on the diagonals. There's no auto-fire.

With *R-Type* the stick's resistance seemed well balanced, though a fraction more travel might have made life even easier. The fire buttons are slightly rattly and not precise enough either. While that big grip gave a lot of leverage for making sweeping *Soccer* maouevres, once again its movement seemed too short for really instinctive play, making accurate positioning tricky. The soft action and big handle were at home in *Freddy's Big Top* though. However I'm not sure how long it would last if subjected to jiggling for hours on end.

JOYSTICK COMPO

When we broke the news to Contriver that their stick had won the supreme accolade of being named the CU 'Joystick of the Month', they were quite rightly overcome with emotion. To celebrate such auspicious an occasion, they've stumped up the readies for 10 superb prizes of their brand new infra-red Challenger joystick (see review). It really is a first class stick. If you'd like to get your mitts on one, and a smashing Contriver t-shirt into the bargain, all you have to do is match up the right answers to the three questions printed below and send your answers on a postcard to: CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. All entries must be received by 1st May, 1991.

1. What game topped the Amiga charts last Christmas?

A. Teenage Mutant Hero Turtles
B. Powermonger
C. Dick Tracy

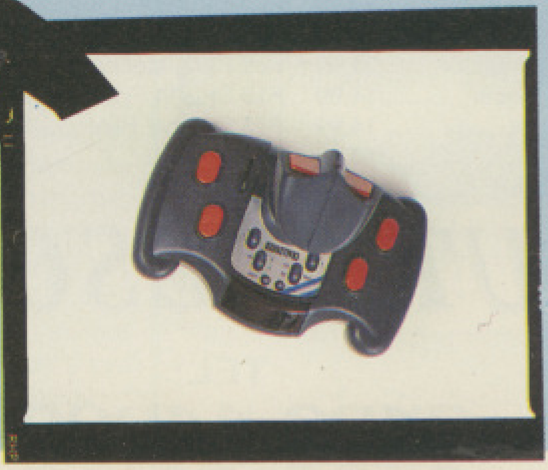
2. How many Amigas have been sold in the UK?

A. Over 500,000
B. What's an Amiga?
C. Not many

3. Which athlete gave his name to a series of joystick-wrecking games?

A. Daley Thompson
B. Linford Christie
C. Eric Bristow





MUSIC DIY

This month's column takes a look at the new Trilogic Stereo Sampler. Martin Walker, CU's musical maestro, awards the marks out of ten.

TRILOGIC STEREO SAMPLER Mk.II

Trilogic have been providing a useful service for some years now: they market a wide range of connecting leads and hardware accessories for many computers. Value for money always seems to have been foremost in all their products, so I was interested to see the latest version of their stereo sound sampler.

Until recently the company have been selling their mono and stereo samplers as hardware only packages: although a PD sampler disk has been included apparently most people have opted to buy the Audiomaster software at the same time. Now, Trilogic have got together with Broadsword Software and a disk with fully working software accompanies each hardware cartridge, as well as an audio lead and instruction leaflet.

THE HARDWARE

The cartridge plugs into the parallel port and has a printer-through port mounted on its top surface: this allows your printer and sampler to be attached simultaneously (via an auto printer adaptor – an extra £14.99). When the printer is switched 'on-line' the sampler is automatically disabled. If you need to swap a lot then this will save a lot of wear and tear on the printer port! Unusually there is also an input level control: fixed level outputs can then be adjusted for optimum input level to the sampler (apparently this is by popular request, for use mainly with CDs). The input socket is a single 3.5mm stereo jack, and both mono and stereo plugs can be used.

I tried the hardware with the supplied software as well as the software from *Technosound* (reviewed last month) and *Audiomaster II* – these are all compatible, as are most others. How did they compare? At various sample rates and with different types of signal there was little audible difference – after all, once the signal comes out of the cartridge the Amiga hardware rather than the software determines the quality. The differences between software design come down to facilities and ease of use.

The next step was to compare the different hardware cartridges in turn, each with the same software. This produced some more interesting results. Firstly, as well as the input level control, Trilogic have included an extra stage of amplification. Normally I have to take a feed from the headphone socket of my amplifier to get enough level (not ideal for a quality signal!), but the Trilogic cartridge is happy with a lower level input, and could be connected directly to the outputs of keyboards, cassette decks and many other devices that normally strain to give enough signal for budget samplers.

Comparing the sound quality, I could hear a difference, but it was small, even to my trained ears! The background noise that you hear just before the signal finally dies away was different in each case, and the Trilogic hardware seemed slightly more sensitive at these low levels. The circuitry of this device is certainly more advanced than that of the Technosound, with faster chips and autolevel bias adjustment (this 'centres' the signal, ensuring zero output with no input signal and the widest possible dynamic range). However, both will produce 'clean' samples – the care you take in setting up an optimum input level may well be more important to the resultant sound than anything else. Sample rates of up to 500KHz are possible with the Trilogic hardware, but in practice the Amiga and software will restrict this to more like 44 KHz in Mono mode, and 28KHz in Stereo, so this becomes rather academic.

THE SOFTWARE

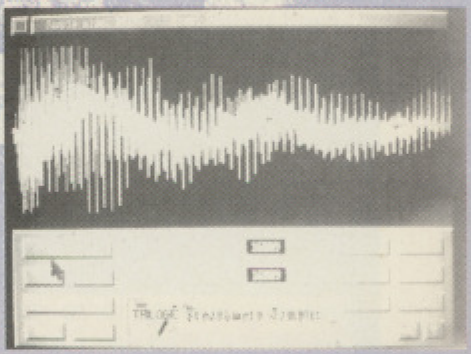
The supplied software has an impressive musical opening sequence. Pressing the left mouse button takes you to the sampler itself. Trilogic themselves admit that the product is sold primarily as a hardware device with the software as a bonus. In spite of this it performs well, but don't expect the bells and whistles of other packages. For sampling and monitoring of the input level meter you can use your ears (always the ultimate test!) to set optimum levels.

The waveform occupies a full half of the screen for a clear display, and the zoom function can be magnified further than any other package that I've seen! Cut, copy and paste buttons all work in traditional fashion, but the stereo/mono button reads the wrong way round. There are also useful options to toggle the hardware low pass filter, zero a section of the sample, reverse or transpose it up or down by one or more octaves. The record and playback sample rates are adjusted with course and fine control buttons for either direction, but curiously samples play back at a slightly different pitch even when both rates are identical. There are no looping or treatment options, and Load and Save are rather primitive; they take you back to the Workbench to type in your file name, and no Directory option is provided, so you need to know what's on disk before you can load anything.

ASSESSMENT

The hardware alone has many merits: the inclusion of the printer-through port and the input level control are extremely useful, especially for people who wish to sample from fixed output CDs. The circuitry is undoubtedly superior to the 'budget' samplers, but in practice the difference in audio quality is quite small. If you want the best specification, and are happy to pay £39.99, then coupled with the *Audiomaster II* or *III* software this is an extremely good system. As a stand alone package the software lets it down; it samples well but doesn't have any of the creative options that many sampler owners revel in.

Trilogic,
Unit 1,
253 New Works Road,
Bradford, BD12 0QP
Tel: 0274 691115



ADDITIONALS

With a bewildering array of Amiga peripherals and software packages available, it's often difficult to decide on that all important new joystick or printer. Help is now at hand with the definitive CU guide to help you get more out of your Amiga. Each month Chris Jenkins reviews the best in books, disk copiers, stereo speakers, disk drives, and other important accessories.

VIDEO

HOME TITLER

Last month, we looked at a couple of software packages designed to help you add professional-looking captions to your home video productions. Considering that a less flexible dedicated hardware captioning system can cost more than your Amiga, these software packages (including Big Alternative Scroller and ZVP Video Studio) are remarkably good value for money.

Home Titler, though, may be the biggest bargain yet at £39.95. It's a very simple and very easy-to-use program which can produce remarkably impressive results. The drawbacks we'll get to in a minute!

Presented in a crystal case with a single disk and brief 8-page instruction leaflet, Home Titler cam be backed up freely. After an impressive scrolling intro screen, clicking on the left mouse button gets you to the main display, which has a function menu at the bottom and a display area with a cursor at the top.

Type in some text, using RETURN to move to the next line, and you will see it appearing on the display. Click on the buttons 1-8, and the font changes. The eight fonts vary from the conventional to the modernistic, and are all very usable, but their sizes are fixed, so you may get a message telling you that the font you have selected is too big for the text to fit in the line space allowed.

If that's the case, you may be able to save the day by using the letter spacing options; clicking on SPACING +/- expands or compresses the letting on the current line.

There are four colour boxes which allow you to change the colour of the current line; clicking on the Palette button allows you to alter the four available colours using slider bars. Confusingly, the bars are headed not RGB (for Red, Green, Blue), but RVB (for Rouge, Vert, Bleu). The program's French, see; licensed from Kimatek.

You can also add shadowing to the text; you have a choice of eight directions, plus variable depth and selectable colour. Outlining is another option, but here you must be careful that the text colour gives sufficient contrast from the background. Margin width, centering and alignment can also be set before you move to the Edit section.

The Edit page presents you with a new menu allowing you to set the type and speed of display. There are three basic display options; vertical scroll, horizontal scroll, and static page. From these you also have a choice of automatic or mouse-activated scrolling, and you can set the speed of scroll and delay between pages.

Home Titler produces remarkably smooth and impressive results for such an inexpensive package. Apart from the RVB confusion, the only problem is that while you are supposed to be able to import new text fonts, there's no information included on how to do this.

A more professional package, Pro-Titler, which includes 40 wipes and fades, is in the works; we'll give it a look as soon as possible.



FACILITIES	**5**
EASE OF USE	**9**
VALUE FOR MONEY	**9**
OVERALL	**7**

An excellent package for those new to video titling, though its limitations will soon become obvious

Genisoft, Concorde Building, Newlands Drive, Colnbrook, Berks, SL3 0DX
Tel. 0753 680363

EDUCATION

GAME, SET AND MATCH

Educational software on the Amiga is scarce, despite the obvious advantages of a fast machine with excellent graphics and sound.

Game, Set and Match is a good attempt to make the most of the Amiga's facilities in a way which will be entertaining for young children. Unfortunately it runs a little slowly in places; children tend to start fidgeting if they have to wait over a minute for a block of text and graphics to load.

Still, the use of colour and sound is good and there's enough here to keep even the most skittish child occupied for a good few hours.

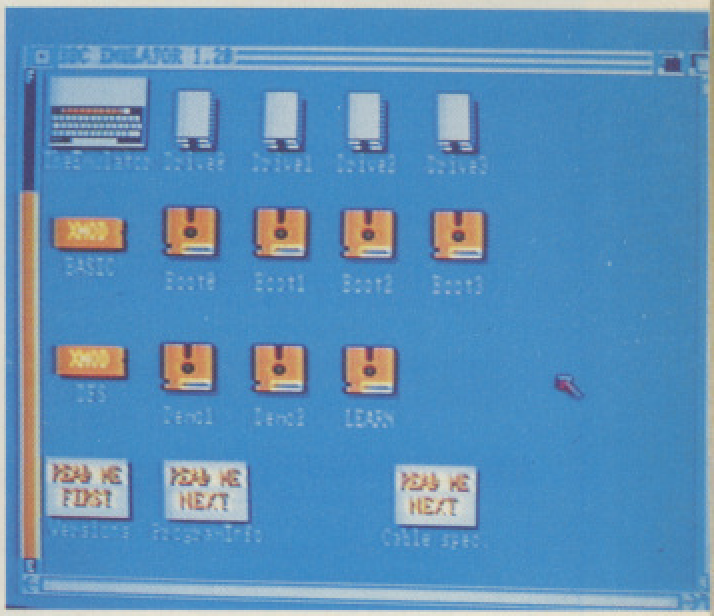
The main display features a gormless-looking juggling clown, and prompts you to choose from seven playing exercises, Options (such as the speed of the exercises and sound on/off) or Exit. The exercises include Colour Match, Shape Match, Number Match, Money Match, Shape Sequence, Reaction and Higher/Lower; it should be clear from the names what the games consist of. In Colour Match, for instance, a cursor moves along a sequence of differently-coloured squares; you click the mouse button when the highlighted colour matches that of a large square at the bottom of the screen. The other games follow in the same way.

At £19.95, Game, Set and Match is a nice little package and fair value for money. The packaging doesn't suggest any particular age group it's suitable for - judging by the current state of the education system, I'd say about 17-year-olds.

FACILITIES	**9**
EASE OF USE	**9**
VALUE FOR MONEY	**9**
OVERALL	**9**

'A colourful, well-programmed educational package with plenty of variety for the younger audience





WHAT IS IT - WHERE IS IT?

Genisoft's series of WIIWII educational programs have some other possible applications too; the series kicks off with Volume 1, British Isles and its Counties.

The disk can be backed up, and the main screen gives you the option to choose various exercises, such as identifying a county from its outline, (with or without clues), placing the shape in the correct position on the map, and so on. The novelty fairly soon wears off, and while it's decently designed there just isn't enough scope or variety in the program to make it that thrilling.

The gimmick is that all the files are available as IFF files for use in your own DTP and video programs, so if that idea turns you on, it might be worth considering.

Facilities	**5**
Ease Of Use	**9**
Value For Money	**5**
OVERALL	**5**

'A rather limited and unambitious program, hardly worth the money unless you have some use for the IFF files

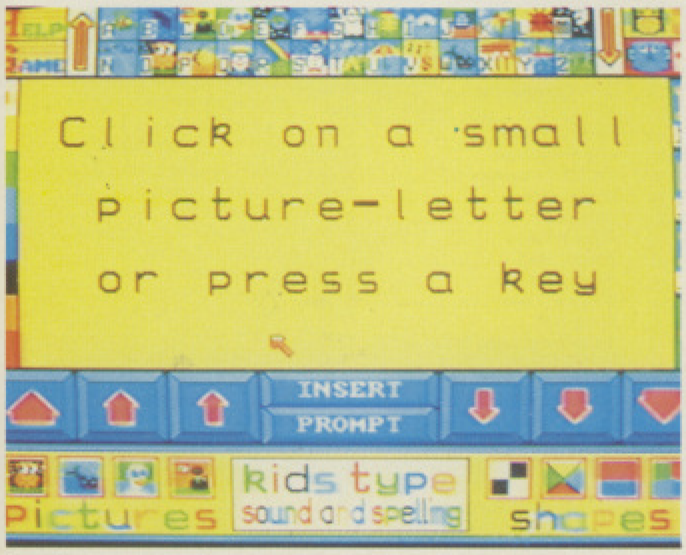
KIDS TYPE

Kids Type is not what you may assume, a typing tutor for the young; true, it does encourage use of the keyboard, but it's more an exercise in spelling and combining words than in bashing the old QWERTY keyboard.

The program's aimed at 4-to-8-year-olds, and costs £24.95. It comes in a sturdy plastic case on a single disk, which can be backed up, with a 10-page glossy instruction leaflet.

The main display is very colourful, featuring an illustrated alphabet and icons for picture, shape and other exercises. Prompts and any text you type in appear in the centre of the display, and you can pick up the pictures from the border and position them anywhere among the text - in other words, you can put together your own alphabet teaching games.

There's also a 100-word library which you can scroll through, picking out the words you want and dropping them into the window to assemble simple stories. The function keys allow you to insert spaces into the lines of text at the cursor position, insert a whole blank line, delete words and so on.



Another part of the program is a spelling game, which starts with a library of 26 words, which can add to be creating your own ASCII files. At the bottom of the screen are action boxes which allow you to switch on or off the Amiga's built-in speech facility, alter the screen colours and the text scrolling speed. Text or graphics can be dumped to a printer, files can be saved for later reuse, and you can change either the fonts or the pictures using a standard graphics package such as Deluxe Paint.

Despite its slightly misleading title, Kids Type is a well-programmed and particularly colourful program which should encourage any child to lay aside his joystick and concentrate on the keyboard for a change.

Facilities	**7**
Ease Of Use	**9**
Value For Money	**7**
OVERALL	**7**

'A nice-looking and flexible educational program with plenty of potential for expansion

Genisoft, Unit 3 Poyle 14, Colnbrook, Berks, SL3 0DX, Tel 0753 680363

PROGRAMMING

BBC EMULATOR

At first sight you might wonder why anyone would want to make the mighty Amiga emulate the slow, weedy, chronic BBC B; the answer, of course, is Educational Software. Let's get one thing straight from the start; the BBC Emulator will NOT let you run Beeb games on your Amiga. It will cope only with Basic programs and some 6502 sub-routines, but not with programs which dodge the operating system and go directly to the screen or other hardware.

At £39.95, in effect the program "turns part of your Amiga into something rather, but not exactly, like a BBC Model B with Basic 2 and DFS", as the manual puts it. The clever part is that it doesn't kill off the Amiga's natural advantages, such as split screens and multi-tasking, so you can run other applications, even PC applications if you have a bridge-board, at the same time as you write or run BBC programs. As you might have ➢

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guessed, the Emulator actually runs BBC Basic up to seven times faster than the original, though the performance isn't so impressive with pure 6502 assembler routines.

The principal components of the package, which comes on a single disk with a 40-page manual in a sturdy plastic case, are BEEBOS, a bridge from the BBC OS to the Amiga, supporting nearly all BBC class including *FX calls; DFS, a "disk furtling system" (?!) which is a bridge to the Amiga DOS; 6502, an emulation of the 6502 chip written in 68000 assembler, complete with a Monitor based on the old PET monitors like Supermon; and BASIC, a 68000 version of the Beeb's Basic, which is a very highly-regarded version. There's also a CLI environment entered using the *GO command.

The Emulator needs at least 300K free, and runs happily on 68020 or 68030 processors. Amiga keymap and preferences settings will function, but certain keys are used by the Emulator to imitate the Beeb functions keys, cursors, Delete, Copy and Break.

The Emulator supports a range of BBC graphics modes including teletext display, and a range of VDU calls. None of the tape loading commands have any function, and though the serial and parallel port functions are supported, so you can transfer data directly from your BBC to the Amiga, there are several limitations and complications which may may make it difficult to use other devices such as printers successfully from the Emulator.

If you are interested in mathematical applications, you should note that the Emulator uses the Amiga's fast floating point routines - these are very fast, but work only to four bytes precision, as opposed to the BBC's five, giving six rather than nine decimal points of accuracy.

There's little point in trying to award the BBC Emulator marks out of ten, since it's in a field of its own and is obviously going to appeal to a very specialist market; but if you think you have an application for it, try to arrange a demo before you take the plunge!

FACILITIES	**9**
EASE OF USE	**5**
VALUE FOR MONEY	**6**
OVERALL	**7**

An ambitious and formidable package which may make life easier for a few brave histori-

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DESKTOP PUBLISHING

PROCLIPS

Proclips is a collection of structured clip art for use in your favourite DTP package such as Pro-Page 1.3 or greater, Pagesetter II or Pagestream 2.0. . For £24.95 you get two disks of artwork by Chris Barnardo, and a booklet illustrating the collection.

Designed using Pro-Draw 2.0, the clips can be used in black-and-white or colour without loss of quality, and can of course be resized to your requirements.

The collection includes technological images including digitised computers, jets and record decks, iconic heads and slides, film canisters and floppy disks. In Flags and Warnings you have EEC, US and some other flags, standard EEC hazard warnings such as Fire, Laser and Radioactivity, No Entry, First Aid, and a charming No Bullshit symbol.

Money and Credit includes chargecards, digital numerals, arty dollar and pound signs and datestamps; Special Occasions has wedding bells, parcels, candles and what looks like a fairy cake.

White and Brown Goods features iconic representations of computers, cassettes, radios, TVs, cameras, microwaves, kettles, blenders, batteries, fridges and cutlery.

Arrows, Stars and Stamps contains several straight and bendy arrows, flashes and zaps, plus for some reason a kettledrum. Borders, Pins, and Letters is pretty self-explanatory, while Maps and Miscellaneous features, get this; a football, an eraser, a snake, a pair of dice, an outline map of the British Isles and a lump of cheese.

ProClips claims to give you more "clips per pound" than its competitors, but of course the deciding factor is whether you will find them of use. Though the quality is good the subject matter is very mixed, and you will have to decide whether this selection represents value for money for you.

FACILITIES	**5**
EASE OF USE	**9**
VALUE FOR MONEY	**9**
OVERALL	**7**

A mixed bag of clip art, of reasonable quality but not the best thought-out selection

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APPLICATIONS

WEATHER WATCHER

Studying the weather must come second only to train-spotting in most people's lists of boring things to do, but it's a credit to Weather Watcher that it manages to make this most stultifying of subjects vaguely interesting.

The £24.95 package requires 1MEG to run, and comes on a single disk in a sturdy case, with an 8-page glossy instruction leaflet. After a terrific intro consisting of a map of the British Isles jigging around surrounded by weather symbols, we get down to the nitty-gritty, which is in effect a database allowing you to enter and statistically analyse meteorological information.

The database automatically loads a default data file named THISYEAR; the file supplied is a fictional set of figures relating to 1995, allowing you to try out all the program's functions without having to painstakingly enter data.

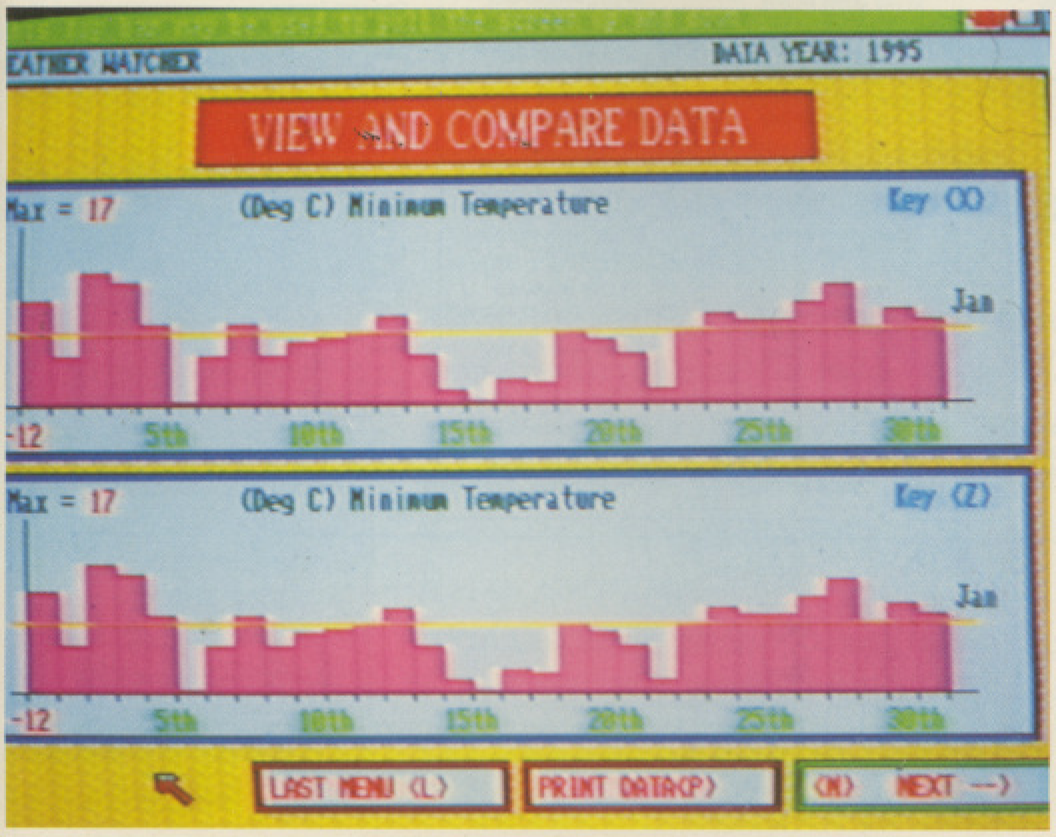
Option boxes along the side of the screen allow you to choose functions such as typing in data for temperature, wind speed, rainfall and so on for a particular day. This data can be displayed in bar chart form, and extended into more complex databases which can be viewed and compared. You can also make you own weather maps, modifying the Deluxe Paint format maps and weather symbols, and placing them as you require. To add to the fun there's a redefinable scrolling message surrounded by weather balloons, though mercifully these are optional.

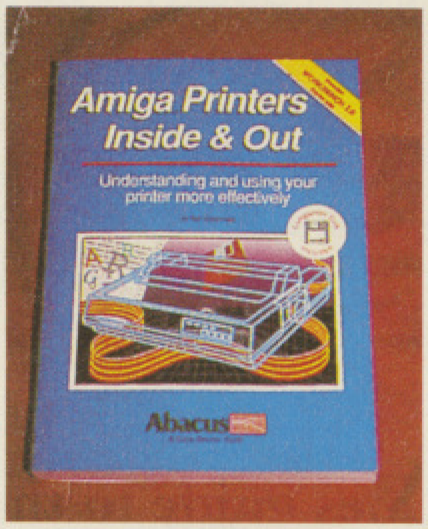
Not being a great meteorology expert, I can't really say whether this package takes into account all the functions you would require to become a junior Michael Fish; still, it's colourful and easy to use, and in an educational context should be an aid to teaching statistics and data-gathering as well as spilling the beans on the great English obsession

Facilities	**7**
Ease Of Use	**7**
Value For Money	**6**
OVERALL	**7**

A good attempt to inject some interest into what could be a very boring subject

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BOOKS

AMIGA PRINTERS INSIDE & OUT -

ABACUS - £29.95

If only because most printer manuals are all but incomprehensible, it's useful to have a backup source of information, and this volume is agreeably specific. The ten chapters - illustrated with diagrams and painfully unfunny cartoons - cover printer installation, the Amiga DOS shell, printer control from Amiga Basic, graphic and character definition, creating daisy-wheel printer drivers, using ink jet printers, and accessories like sheet feeders, printer interfaces and buffers.

There are long sections devoted to getting the best out of your word processor - unfortunately the examples used are BeckerText and TextPro, which aren't perhaps the best examples for the UK market - but you have to remember that this book has been translated from the German.

The programs on the accompanying disk include PrinterTool, which controls features such as bold, italic and underlined printing; ScriptFile, which adds printer commands to your AmigaDOS shell; and printer drivers for various machines.

appendices include wiring diagrams for serial and parallel port printer cables, but it has been suggested that there are some potentially confusing misprints here, so don't rely on them entirely.

Lots of useful information here, but at the price it can't be unreservedly recommended unless your printer has you totally baffled!

& FINALLY

5 YEARS ON...
Top 5 Games

1 Uridium Hewson
2 Hardball US Gold/Accolade
3 Yie Ar Kung Fu Ocean
4 Kung Fu Master US Gold
5 Elektra Guide English

And in the news...
Commodore announce the inclusion of holiday vouchers (primitive air-miles) with their C64 bundles.

The Amiga is tipped to be the main attraction at the forthcoming Commodore show.

And Tasman release their Tasword word processor on the soon to be doomed Commodore 128

What The CU Crew Have Been Playing This Month...

Steve James: Supercars II, Brat, Toki.
Dan Slingsby: Chuck Rock, Switchblade II, Star Control.
Mark Patterson: Star Control, Bard's Tale III, Supercars II.
Steve Merrett: Star Control, Mario 4 on the Famicon, Speedball II.
Richard Ellis: Supercars II, Star Control, Chuck Rock.
Andy Beswick: Lemmings, Brat, Supercars II..

HERO WORSHIP

STEVE JAMES: Papa Doc Duvalier, Imelda Marcos, Stanley Unwin, Stuart Granger, Dennis Skinner, Donald Pleasance.

DAN SLINGSBY: The Hair Bear Bunch, The Banana Splits, Sparky The Torch Boy, Bleep & Booster, Stormin' Norman Schwarzkopf, Bob Carolgees.

MARK PATTERSON: Christopher Lillicrap, Derek Griffiths, Sawney Bean, Oliver North, Frank Zappa, Steve Vai, Sledge Hammer, Stormin' Norman Schwarzkopf.

STEVE MERRETT: Eddie Yates, Anthea Redfern, Jon Pertwee, Brian Cant, Errol Brown, Phillipe Rose (from the Village People), Davros, Cat Stevens.

ANDY BESWICK: Charles Manson, Isla St. Clair, Norman Bates and mother, Lindsy Wagner, Spiderman, Bruce Lee, Dr Scrote, Don Corleone and family.

TOM GLENISTER: Douglas Bader, Guy Gibbson, Bomber Harris, Winston Churchill, Queen Victoria, Baden Powell, Michael Caine, Lieutenant General Sir Peter De Bilier, Stormin' Norman Schwarzkopf.

TINA ZANELLI: Mussolini, Gino Ginnelli, Cicciolina, Lucretia Borgias, Toto.

REMZI SALIH: Demis Rousoss, Kemal Attaturk, Donna Kebab, Maggie Thatcher, Stavros, Yusaf Islam

GARY WILLIAMS: Big Daddy, Bernard Manning, Luciano Pavorotti, Hoss from Bonanza.

JENNY ABROOK: The Bee Gees, John Travolta, Parsley the Lion, Musical Youth, Emo Phillips (actually, isn't he our Dep. Ed at the moment?), The Shoe People.

FIONA KEATING: Bananarama, Floella Benjamin, Valerie Singleton, Plastic Bertrand, Victor Mature, Eddie Munster, Barbara Woodhouse.

RICHARD ELLIS: Matthew Corbett, Ronnie Biggs, Captain Birdseye, Judy Jetson, Tough man Donnie - New Kids, Dana, Fred Harris and many, many more.

THE CU AWARDS

With the Golden Joysticks only moments away, we are proud to present the CU Awards, for office achievement...

The R.C. Britches award for moodiness.

Winner: Andy Beswick.
Runners-up: Dan Slingsby, everybody else.

The Helen Keller award for reviewing excellence.

Winner: Mark Patterson.
Runner-up: John Mather.

The Donald Sinden 'what do they do anyway'" award.

Winner: Tina Zanelli.
Runner-up: ACE.

The Steve Merrett complete git award.

Winner: Steve Merrett.
Runner-up: Steve Merrett.



To celebrate their recent recruitment to the CU crew, Fiona Keating, Steve Merrett, and Jenny Abrook, don their best Suncharm clothing from the Barbie collection.

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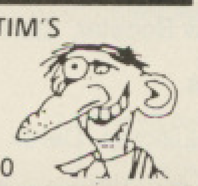


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ADVERTISERS INDEX

& FINALLY



Rolf Harris gives us a quick indication as to just how talented he is.

AMIGA GAMES TOP 20

1. Lemmings.
2. Speedball II.
3. Final Whistle.
4. F19 Stealth Fighter.
5. MIG-29 Fulcrum.
6. Fantasy World Dizzy.
7. Turrican II.
8. World Class Leaderboard.
9. Kick Off II.
10. Treasure Island Dizzy.
11. Powermonger.
12. Super Grand Prix.
13. Barbarian II.
14. Team Suzuki.
15. Out Run.
16. R-Type.
17. Steve Davis World Snooker.
18. Arkanoid II.
19. Gauntlet II.
20. M1 Tank Platoon.

next month

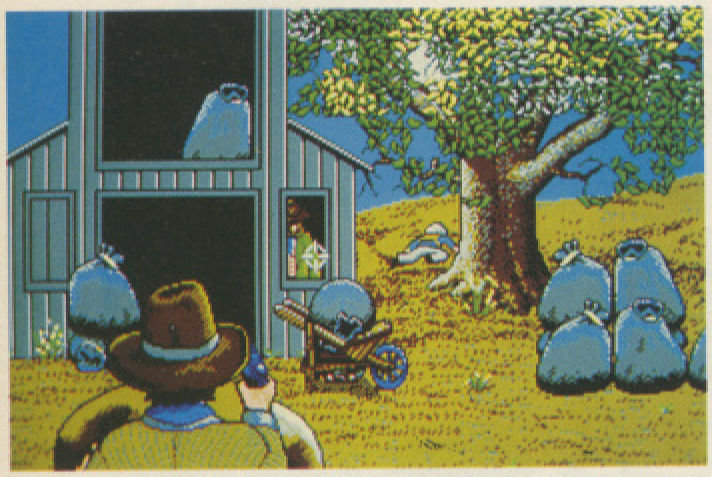
NEXT MONTH Already established as the ultimate magazine for the discerning Amiga owner, CU Amiga's May issue is going to make the competition look decidedly obsolete – not that it would take much! Here's what we've got lined up for you... **ALL THE BEST NEWS AND PREVIEWS** Our In Development features are the most up to date and informative in any magazine, and bring you all the details on all the best games first. Not content with exclusively unveiling *Chuck Rock*, *Leander*, and *Snow Brothers*, next month we''ll be covering even more of the hottest forthcoming titles in our own, detailed and informative style. What are the games? Stay tuned...







REVIEWS, REVIEWS, REVIEWS (NOT TO MENTION A LOT OF PROMISES!)... In the continuing saga of the next month page and its many broken promises, for our May issue we're certain that we'll be bringing you reviews of (deep breath) *Leander*, Psygnosis' cutesy console-beater, *F-15 II* from those gung-ho chaps at Microprose, U.S. Gold's eagerly-awaited *Shadow Dancer*, and whilst talking about all things U.S. G, we'll also have Delphine's *Cruise For A Corpse* and SSI's *Eye Of The Beholder*. Also, the winner of the game that has appeared most in 'Next Month', Ocean's *Epic* is due for the CU treatment, as is the long overdue *Billy The Kid* and Mirrorsoft's *The Killing Cloud*. And if that wasn't enough, you can also expect reviews of *Bard's Tale III*, *Ski Or Die*, and *Hydra*. What a lot we've got!



YE-HAWWWWWW! With *Billy The Kid* in for review, we take a dangerous excursion into the rootin' tootin' Wild West and cast a nostalgic gaze back to the likes of Roy Rogers and Trigger, John Wayne, and the REAL heroes of the Wild West. In addition, May's CU takes a sporting theme as we unveil one of the hottest sports games yet to hit the Amiga. We've also got a few more surprises up our devious little sleeves, all of which will be revealed next month. **FLOPPY POWER** The fourteenth addition to out CU Collection features two fully playable demos of top forthcoming releases. First of all, we've got an exclusive level of a superb new blaster which we'll be unveiling next month, backed up with another level of one of the hottest platform romps around.



NEXT ISSUE OUT ON THE 26th APRIL


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"BILLY THE KID" IS A 1 OR 2 PLAYER ACTION/STRATEGY GAME SET IN THE WILD WEST, WHICH ALLOWS THE PLAYER TO ASSUME THE IDENTITY OF EITHER A GUN TOTING DESPERADO WITH A HEART OF GOLD, BILLY HIMSELF, OR HIS EX-BEST FRIEND, SHARP SHOOTING, LAW ABIDING PILLAR OF THE COMMUNITY, SHERIFF PAT GARRETT.
THEY ARE IN LOVE WITH THE SAME WOMAN AND ULTIMATELY, IN A NAIL BITING CLIMATIC FINALE, ARE GOING TO END UP POINTING GUNS AT EACH OTHER. ONLY ONE CHARACTER CAN WALK AWAY FROM THIS SHOWDOWN - BUT THAT'S JUST THE WAY OF THE WEST.
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